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GAMES MASTER

Sega! Nintendo! Amiga! More!

Issue Six June 1993

INSIDE

TIPPED! LION HEART, LOST VIKINGS, BATTLETOADS - MORE!

MEGA DRIVE
Cyborg Justice, X-Men, Jungle Strike

SUPER NES
Tuff E Nuff, Exhaust Heat 2, B.O.B.

AMIGA
Super Frog, Nippon Safe Inc., Chuck Rock 2

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NO LIMITS!

Worlds Apart meet 2 Unlimited in our rallytastic Super Tennis challenge!

IT'S A BLAST!

But does Super Strike Eagle pack as big a punch as Jungle Strike?

WIN an amazing holiday in LA – *and* meet a real ninja master! See page 16!

9 770967 985016 06

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4 CHANNEL FOUR TELEVISION

Compare
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are a p

The Starwing Challenge will be taking place on May 29th, at a store

with the new Super FX accelerator chip. To find out where you can fly

ed to the wing e, GCSE's iece of p

near you. It'll be your first chance to take on the only game

your first mission call up page 377 on ITV Teletext

SUPER NINTENDO ENTERTAINMENT SYSTEM

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GA DRIVE

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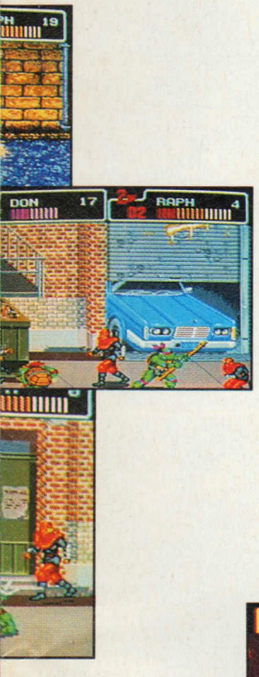
It's Spaghetti -Western action all the way, in this wacky Wild West shoot 'em up.



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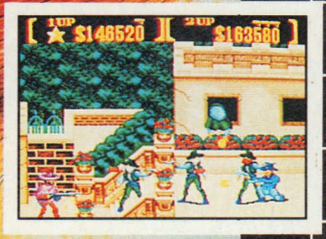

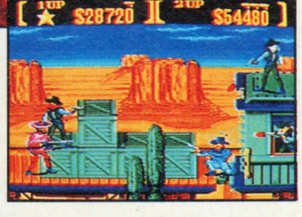

On foot or on horseback, you'll have to be quick on the draw, as you challenge angry Indians, cattle rustlers and the meanest, smartest outlaws.

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ISSUE 6
JUNE 1993
STOP...

GAMES MASTER

APPROACHING RIG

REVIEW BOOTH

42 We're like, reviewing animals here at GamesMaster. Not that we review actual animals, you see. But we *are* animals that review games. Anyway, we won't push the point. This month, we've sniffed and bitten:

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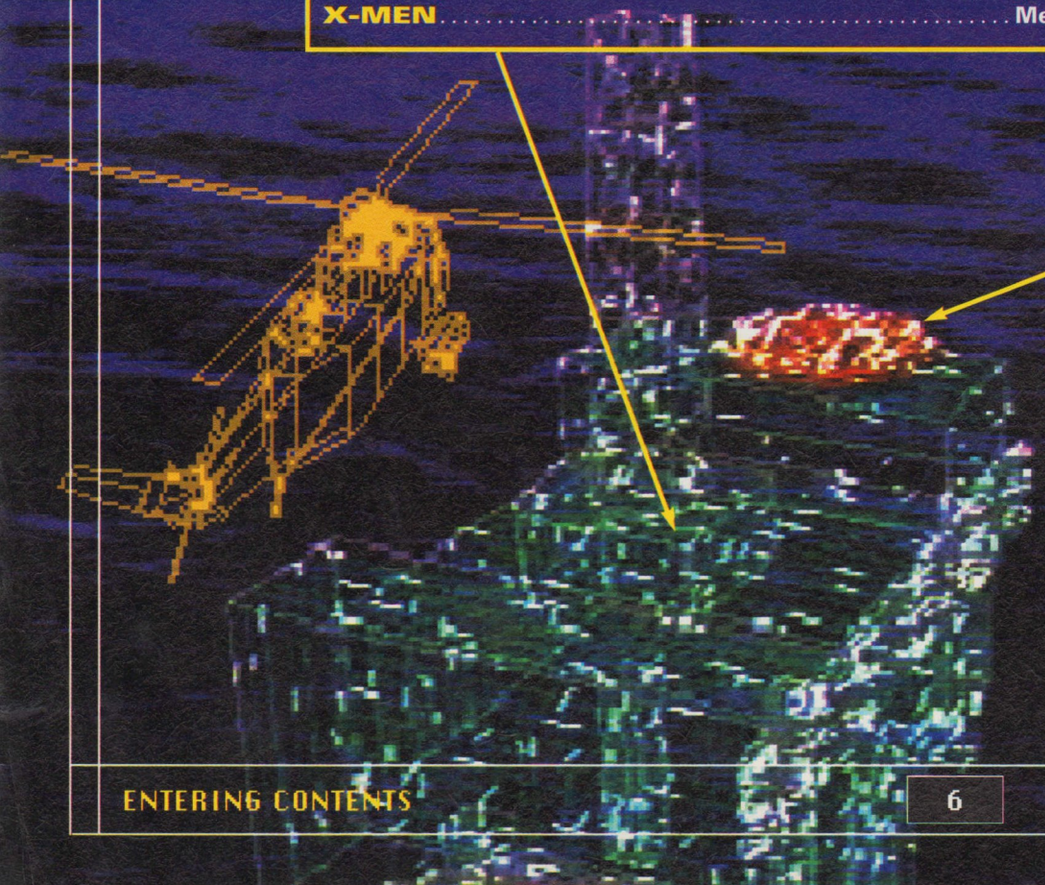

TIPS ZONE

89 Nothing is done by halves this month, oh no, we said that last time, didn't we? Alright, *everything* is done by halves this month! *(Where exactly are you going with this?* – Ed). We've got half a solution to *King Arthur's World*, half a solution to *Lost Vikings*, er and some complete solutions to other things. Alright, so I lied.

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Action Replay and Game Genie owners also have their very own area on page 106.

CONSOLETATION CHAMBER

101 You could call him "short", and you'd be right. "Brusque" would be near the mark. But you couldn't call him "ignorant" and get away with it.

MASTER

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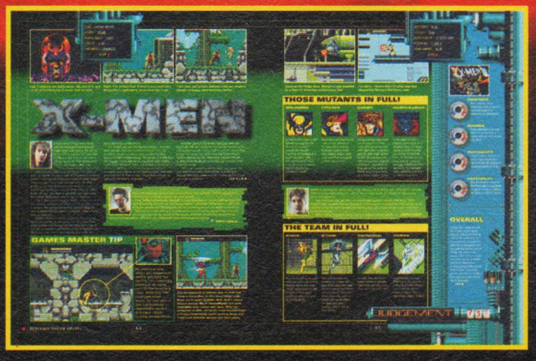

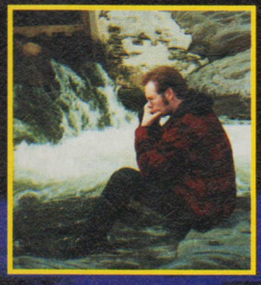

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Sega shift an utterly incredible amount of Mega CDs, GamesMaster TV to go on for another 2 years!

19 THE BIG PURPLE COLUMN OF MR DOMINIK DIAMOND
Read all about Dom's day at the Sensible Soccer World Cup. **See** the terrible pictures he took himself. **Shake** your head.

22 ARCADIA
All the latest news from coin-palaces around the country, and hot news about developments at Sega HQ.

24 INTERVIEW
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29 TRAILERS
Dominated somewhat by our rather special Dracula double-pages, packed with movie pics and shots from Sony's forthcoming blockbuster conversion.

38 2 UNLIMITED vs WORLDS APART
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42 REVIEWS
This month's special aerial theme was pretty obvious since we're reviewing two of the most eagerly awaited flying-and-shooting games.

84 COMMERCIAL BREAK
Rest your eyes from all those words and take a look at the bargain-mungous section that's guaranteed to satisfy all your needs.

89 TIPS
Use *our* skill and judgement to get the most out of the games you already own. *Battletoads, Lost Vikings, Chaos Engine* and more.

106 ACTION REPLAY & GAME GENIE
Funny, isn't it? Games – they're just a big bunch of numbers all jumbled up. Change some numbers, and look what happens!

108 CONSOLETATION
Super-quick responses (well, as quick as you can get on the printed page) to your gaming problems from the Master Of All Things.

110 SUBS AND OFFERS
Looking frighteningly similar to last month's page, yet somehow, oh, I don't know, bigger. Send us some cash and we'll send you some magazines or a binder or something else.

113 LETTERS
You grasp your pen in hand, hold down an innocent bit of paper and let all your pen-up feelings flow out. Then, seal them in an envelope and send them to us. And just *look* at the result.

114 NEXT MONTH
Information about the next issue, if you want to be really literal about it.

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GamesMaster TV Show ©1993 Hewland International

From the makers of Total!, Sega Power, Mega, Super Play, Amiga Power, Amiga Format, PC Format, ST Format, Commodore Format, Amstrad Action, Your Sinclair and more!

No thanks to – anyone who nearly caused any of the team to have a road accident recently.

And Jim, did you really do 140mph in Greg's car?

HALLO! SAMMY SIDELINE HERE! AS YOU CAN SEE, I'M A BIT OF TEXT THAT RUNS DOWN THE SIDE OF THE PAGE. NOW, YOU'LL FIND LOTS OF MY FRIENDS SCATTERED THROUGHOUT THIS ISSUE. IF YOU'D LIKE TO ENTER A SIDELINE COMPETITION, WRITE TO: SIDELINE "R" COMPO, GAMESMASTER MAGAZINE, FUTURE PUBLISHING, 29 MONMOUTH STREET, BATH, AVON BA1 2DL. INSTEAD OF WRITING "R", PUT THE PAGE NUMBER OF THE COMPETITION. GOODBYE!

NETW

WELCOME!

This is me looking pensive, round at me mum's the other, er, yesterday.

It's funny. As I write this, the issue is coming to a close. Because of the way the magazine works, the only things left to do are the letters, subs and Network pages. So I know exactly what's gone into the issue. You, of course, don't know what we're going to give you. Strange, isn't it? Sort of representative of the continuing state of flux our lives, er, are, don't you think? Well, maybe not. Anyway. This month we're more than happy to bring you another free gift. This time it's a whopping great free poster which you should find nestling closely between the sheets, sorry, pages of the issue.

On one side you'll find an entirely steamy picture of GamesMaster's very own diver drawn by ace marker-merchant Stephen Sampson. And on the other side there's a blow-up of this month's rather jet-tastic front cover, from ace artist and GM regular Paul Kidby. You can read about this month's aerial-warfare games *Super Strike Eagle* and *Jungle Strike* on pages 48 through to 51.

Also this month we have a stack of tips, a whole bunch of reviews, some wise words from Dominik and as a special treat, a massive double-page *Dracula* preview. We've got 2 Unlimited and Worlds Apart facing off in the GamesMaster challenge and an interview with Team 17 top boy and arch-stomach-churning story-teller, Martyn Brown. So off we go!

THIS ONE WILL RUN AND RUN

Well, these two in fact. Good news for the televisually dependent. GamesMaster and Games World will be on our screens for another two years at least! Word reached us from Hewland International (the company who make the Channel 4 celebrity spectacular and the satellite-mongous, er, Sky daily video games show) that the commissioning editors – the folk who give independent TV programme makers the ackers to make their programmes – have signed up for another two years of both series.

But that's not all! This televisual bonanza can't just happen. It needs stars. It needs background boys and girls. In short, it needs you! Hewland are looking for talented people of all types, programmers, graphic artists, games players and so on to help make the new series. So, if you're after a career in TV production, put a CV together with samples of your work and a letter of introduction and send it to: Tasmin Summers, Hewland International, PO Box 91, London E14 9GT.

Hooray. Loads of people having a splendid time at GamesMaster.

TO BE THIS GOOD TAKES, ER, NOT VERY LONG AT ALL

If you've got your heart set on a Mega CD, you'd better move quick. 65,000 of the lasertastic add-ons landed in the UK on April 2, and every last one has been bought! Not a single unit is left in Sega's warehouse. There are still some in the shops and some might be stuck "in distribution" (ie. in the back of someone's van), so some disappointment is almost certain.

Welcome to the first in our series of innovative speaking captions: "Hel-o. M-y næme is Jø-hn. Wœ-d yœ la-ék to b-e m-y ƒren-nd toö-dæ?"

Andrew Wright, Sega's Software Product Marketing Manager and part-time Mick Hucknall lookalike, says, "It's even surprised us that we've managed to sell 65,000 machines in the UK alone when poor old sad Commodore have only managed to sell around that number throughout the whole world. When users can see and understand what our CD-ROM unit can do, and the way it can affect games, then they'll realise they have to have one."

Sega's CD policy promises some exciting developments before the end of the year. "*CD Sonic* will be here before Christmas, but it's important to remember that it's an enhanced version of *Sonic 2*. It isn't *Sonic 3*," says Andy.

But aren't all CD games actually just going to be exactly the same as cartridge games, but with nicer intros? No, no no. "We've got three styles of CD release," says Andy, "There'll be some games which do simply have enhanced intros. There will be some with Full Motion Video, like *Night Trap* and those that use the Mega CD's special sprite-scaling facilities like *Thunderhawk*."

PSYGNOSIS CROSSES OCEAN

Most of us know Psygnosis as the company that produced *Lemmings*. And those with more than five brain-cells understand that they've also done other excellent games, such as *Walker* and that.

Apparently the Liverpool firm's exports to USA, Japan, Europe and Australia have quadrupled over the last three years, and profits from these exports accounted for over 40 per cent of their turnover in 1991-92. Not bad going, we feel.

But the really interesting bit of news is that Psygnosis have collected a prestigious Queen's Award for Export for their hard work in shipping stuff to foreigners.

The Queen's Award for Export was set up in 1977 when Bohemian Rhapsody reached number one in both Holland and Spain in the same week. And, er, this last bit is a lie because we couldn't be bothered to find out when the real Queen's Award was set up. Incidentally, if you wish to find out more about places abroad, your travel agent will have details, collated into some lovely, easy-to-read brochures.

VORK

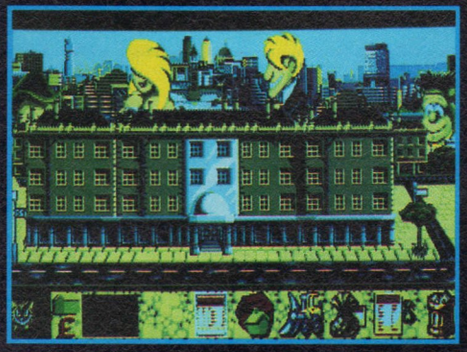
GO ALL THE WAY WITH SUPERVISION

Three products are on the way from Supervision. *Monopoly*, *Scrabble* and *The Lover's Guide* will all be out later this year. *Monopoly* will be for Amiga, priced at a cheapish £27.99, and it's possible to assign computer characters to each of the eight little tokens, should you wish to play alone. It'll be packed with humorous sound effects, animations and all sorts of wheeling and dealing to make everybody's favourite board game that much more fun. It should do, being nearly three times as expensive.

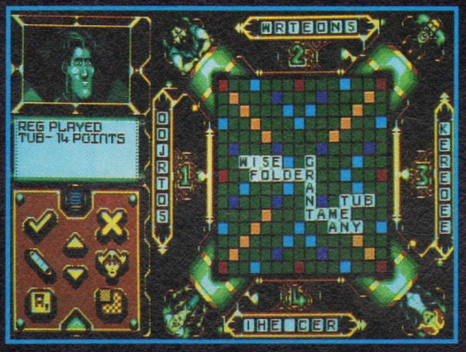
Scrabble next. This will be available on Game Boy (£24.99), Mega Drive (approximately £40) and SNES (£34.99). The console will control up to 16 characters, ranging from dyslexic to Robert Robinson, and will have more than 50,000 official Scrabble words. Expect stunning board backdrops, and experience humorous sound and graphics. *Scrabble* will be here in October.

Right. The bit I've been waiting for: *The Lover's Guide*. Apparently the video has been very successful. But how do they know? What does successful mean when you're talking about stuff like this? There are nine chapters, exploring (!) a range of techniques and sensual methods, with up to 40 minutes of full motion video extracts (possibly rewindable). There's also an edit facility. Hooray.

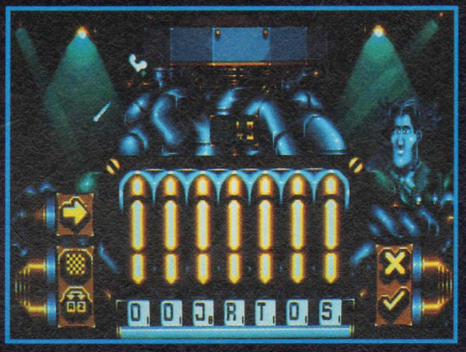
The bad news is, though, that *The Lover's Guide* will only be available on Macintosh and CD-ROM. Wayne's Mac is the quickest, so rest assured we'll be running it on that when it comes in.



A post industrial view of construction taken to extremes? Or *Monopoly* by Supervision?



Samuel Johnson the great doctor said: "A man without words is speechless". Yesterday.



CyberScrabble apocalypse meltdown word-blast hardcore in-your-face *Scrabble*. It seems.

HOUSE OF CARDS

You've played the game, you've worn the... (*Don't you dare start a news story like that.* – Ed). Anyway, Sonic and a whole bunch of other Sega characters and games have been turned into a series of collectable cards by the rather wonderful people at Panini. Available in your local newsagent, there are 118 cards in total to collect, each depicting a particular Sega game or character on the front, with hints and tips and a bit of triv about the games.

Respect is due to these cards. They're great, er, yesterday.

Thanks to the folk at Panini, we've got five sets of 118 cards to give away! The chances of compiling a set, even after mucho swapping are slim, so to be immediately blessed with a set is a bit special really.

There are also 30 runner-up prizes of three packs of cards.

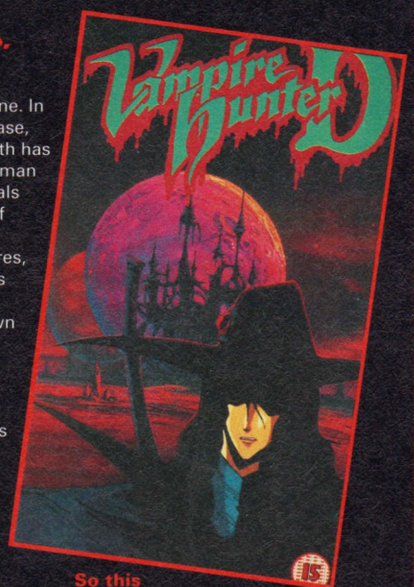
All you have to do to enter is make your own Sega card with a picture of your favourite Sega character on the front (not Sonic, thanks) and some details about their game on the back. Send it to: Panini Card Compo, GamesMaster Magazine, Future Publishing, 29 Monmouth Street, Bath, Avon, BA1 2DL. Closing date is 15 June 1993 and our decision is final to an extreme degree. And, listen; if we get any more Sonic pics, we'll come round your house and dump a mixture of flour and water through your letterbox. Alright?

A FISTFUL OF GARLIC

Vampire Hunter "D"
Cert. 15, Manga Video, Stereo, 80mins.

Oh dear. Very strange this one. In Manga's latest Anime release, the year is 12,090 AD and the earth has been taken over by vampires. Human life has all but died out and mortals huddle together in tiny pockets of resistance, awaiting death at the hands of the superhuman vampires, led by the fiendish Count Magnus Lee. The only hope for one such outpost is a vampire hunter known only as "D". He and his talking sword (yes) are all that stands between survival and undeath.

Vampire Hunter "D" is a sort of reworking of a Fistful of Dollars (monosyllabic horseman saves terrorized town from outlaws). But as it's directed by the bloke who did Fist of the North Star, and is jam-packed traditional vampire-lore and Japanese mystic weirdness, it makes for a cracking watch, and a change from all those shots of skyscrapers exploding which seemed to have been a necessity in every other Manga movie.



So this is what the year 12,090 is going to be like. The moon's obviously got a lot closer, and been joined by another orbiting world.

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YOU KNOW WHERE TO COME.

NETWORK

THE BOYS DONE GREAT

Yes, they came over here and said it. They were treated to a luxury pizza lunch. They had a bit of practice... and then our boys – Gaz and Gav – truly outclassed them. James and David Grant – undoubtedly good *Streetfighter 2* players – just couldn't cut the mustard, find it on the day etc...

The situation was simple. Each 'bout' consisted of the best of three matches (a match being the standard best-of-three rounds). For Match 1, you could 'be' anyone you liked... character vs. character included. For the sake of variety, the rules altered slightly in Match 2, in which you couldn't 'be' the same character as you were in Match 1... Right, er, finally – if it went to three matches, in the final match, you could 'be' whoever you liked again. In the event of a draw, then we, um, decided to operate some kind of sudden-death, single round situation. But, as you'll see, it didn't quite come to that...

Gav, Gaz, James, David. All pre-match good humour and combo swapping in the car park.

PUNCHING AND KICKING – IT'S GREAT

GAZ VS JAMES

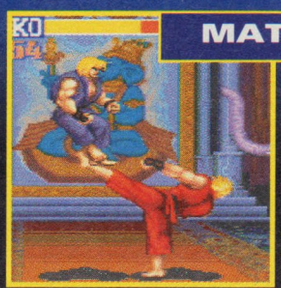
As Bruce Lee once said, "Total concentration".

MATCH 1

Predictably, it's a spot of Guile-on-Guile action...

Gaz's final, triumphant Round 3 punch. Most nails.

MATCH 2



Doesn't blue Ken look a bit funny here? Eh? Hmm.

A damaging fist to James' head ends the clash.

GAV VS DAVID

Gav ruthlessly laughs at David's pathetic efforts.

"Have some of this," sneers Gav." Oof, git."

"And, perhaps, a spot of this!" "Ooyah! Blimey."

A surprise choice from David – Dr. Fat himself.

Unfortunately, though, he gets his head kicked in.

GAV VS JAMES

Gav and James by a brick wall, erm, yesterday...

The final battle was a classic Ken vs Ken rumble.

Gav perfected James in both rounds! Big respect!

And so, Surrey goes down in a haze of mediocrity. Could you be next? Er. Perhaps.

So, there you have it. Surrey are duly "kicked in" and, courtesy of resident champs Gaz and Gav, Bath (or Avon) remains the ultimate, completely and utterly nails *Streetfighter 2* area on our attractive map over there. Just to recap – if you fancy coming to GamesMaster and challenging Gaz and Gav, simply send a photo of you and an equally combo-knowledgeable friend, not forgetting to include a suitably arrogant letter and/or some form of evidence that you're any good. A recent pair of contenders actually sent a video of themselves playing the game. Respect is clearly due! So – get a move on and send in your evidence! For now, watch this space – where, rest assured, another pair of sadly deluded saps will soon have their egos severely deflated.

Our winners actually got to shake Jim's hand – not something he offers liberally.

NETWORK

SPARKSTER

Just who is this weird little character? What does he want? Can we provide it? Where has he come from? Where is he going? The answers to these and other questions are immaterial really because he's just a little cartoon thought up by Konami to sell Mega Drive games. Yes that's right, kids. He doesn't exist. And neither does the tooth fairy. Or... (*Right. Shut up now!* – Ed).

Anyway. Back to Sparkster. He's a cheerful fellow with a heart of gold. But he's been having a bad time recently. He lives in the magical land of Elhorn, filled with battling nations.

Then the Seven Great Sorcerers took over (none of this is real, remember) and peace came to Elhorn. But it didn't last. One of the Seven wanted to become controller of the planet. Without so much as a by-your-leave, he offered the other six Sorcerers. Well, five, anyway. One escaped and got together some élite knights to do battle with the utterly non-existent renegade.

The rock-hardest of these knights is Sparkster whose family were wiped out by the Black Sorcerer and whose mentor, Mifune was also wiped out by the Black Sorcerer. Obviously, Sparkster is on a crusade for revenge.

The above contrived story sets the scene for a platform game on the Sega Mega Drive. Konami are 'doing it', as we say in Bath, and it'll be available in September. But you'll hear more about it from us before then.

WE CALL IT CERTIFIABLE INSANITY

Remember Madness? From loads of years ago? (And more recently, the Sekonda adverts?). Well, their return to earning pots of cash is continuing apace.

They've signed with Gremlin to produce a game called *Madness – House of Fun*. It's a *Zool*-like platformer with more scrolls than Moses and stunning gameplay (well, from what I've seen of it, anyway). There's a whole bunch of massive levels and you can move in any direction and do whatever you want.

And as well as all that, the game features hits like House of Fun, Baggy Trousers, Driving in my Car, Nightboat to Cairo and even the inestimable One Step Beyond. It doesn't appear to have our favourite song, though, which goes "he stands at the back, the smoke and the flak, another chance to misbehave". Only we can't remember what it's called.

Madness – House of Fun is on the Mega Drive (but other formats will inevitably follow), and it'll be released during the summer, when people are most into stuff like 2-Tone and Ska. It'll probably cost about £40 and you'll be able to buy it from a shop.

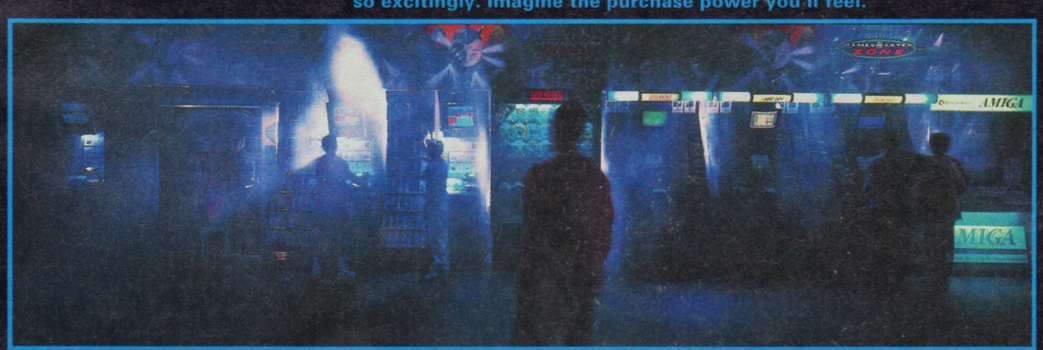
Now what was that song that went "a stab in the back, the smoke and the flak. Another chance to misbehave" called?

YOU KNOW WHERE TO COME

Here's a bit of an oddity. This is actually a news story about the next issue of GamesMaster magazine. "Why" you might well feel inclined to ask" are they telling us about something that isn't going to happen for at least a month instead of filling me in on the latest developments in the wild and wacky world of video games?" Simple. Because this is something you'll thank us for. It's something you'll... – (*Do come along.* – Ed). Anyway, it's all about next month's cover-mounted gift. To celebrate the excellence of Comet's GamesMaster Zones, we're giving away a special GamesMaster Zone discount card on the front of every July issue.

The card will entitle you to 10% off all video games software at any of Comet's 230 stores with GamesMaster Zones.

Never before has such a small amount of plastic empowered its bearer so excitingly. Imagine the purchase power you'll feel.



What do you mean you've never been into a GamesMaster Zone? Are you mad? It's like being on the set of Aliens! Well, alright. They'll probably have the lights on when you go, but that's not the point.

FINISH HIM!

Acclaim, those giants of all things licensed and most recently responsible for *Crash Dummies* and *Terminator 2 – The Arcade Game* are adopting a particularly confrontational stance while promoting "The hottest beat-em-up of all time ever", *Mortal Kombat*. Note, friends, the rock hard use of the Kapital K, which beats the Krap out of other namby names. All versions of the game apart from the SNES one are being developed by leading developer and long-time Acclaim workmates Probe.

So confident are Probe of the accuracy of the claret-spewingly violent coin-op that frontman Fergus McGovern is challenging fans of the original to spot any differences between versions. "We've got everything in there. Everything," claims the affable project helmer. Of course, the biggest controversy surrounding the game is whether the infamous Death Moves will make it through Sega's and Nintendo's family-friendly vetting procedures. Unfortunately, it seems unlikely, in these softer, gentler times that we will be enjoying the full delights of Sub Zero's head-pulling-off-move or Scorpion's burn-'em-while-they're-down attack on the small screen. It's a sign of the times, we think. That long lost innocence never beckons so yearningly as now, brushed with dew. (*Shut up you ponce.* – Ed).

NETWORK

FOR THOSE ABOUT TO ROCK

Sit back and let your imagination run wild. Who hasn't dreamt, at some time or other, of being in Steppenwolf, Black Sabbath or the Henry Mancini band? We certainly have at GamesMaster. We stand around in a sort of circle and play those Fender air-guitars. Alison keeps time on an imaginary bass and Debs rocks it up with the hi-hats at the invisible drumkit. Ade's got to be the most impressive, though. His hand moves so fast it's almost a blur.

Well, now your wildest dreams can almost come true as you await the publication of *Rock 'n' Roll Racing* from Interplay. The game is a 3D-viewed racer in which you must control some of the most advanced driving machines available to humanity around some fiendish courses. During the game you become a human or alien driving radical. Don't worry. We didn't understand that bit either.

There are 50 tracks (race tracks, that is) and about ten sound tracks, including Born to be Wild by Steppenwolf, Peter Gunn by Henry Mancini, Bad to the Bone by George Thorogood and that classic of all time, Paranoid by the Sabs (as we call Black Sabbath).

The music is all a bit hard and street for Les, but the rest of us can't wait to get our mitts on it.

For more info, contact Interplay on 0865 390029. Music fans will find a collection of sounds for every taste at most good record stores and WH Smith in the High Street, next to Superdrug.

Could there be a trend for putting famous tunes in games? Send us some funny ideas and win something. For example, Rolo ver Beethoven for *Rolo to the Rescue*.

D.I.D. IN SEVEN FIGURE OCEAN DEAL SHOCKER

Digital Image Design – developers responsible for, among others, *Epic* and *Robocop 3* have signed a deal with Ocean Software, giving Ocean exclusive rights to publish DID's next six products over three years.

Ocean's Gary Bracey commented, "Digital Image Design is without question the leading light in 3D games development. With the advent of more powerful CD-based hardware, such as 3DO, we are now well placed to make serious in-roads into the future of CD gaming."

Digital Image Design's Martin Kenwright was equally ecstatic – "Well, Brian, this is obviously the deal of a life-time for us," he told us yesterday. "It's also equally good news for other independent development teams, as other publishers are bound to follow where Ocean leads." Aside from expanding their team of in-house developers, DID are currently hard at work on *Inferno* – a "hi-tech flight sim", and *Odyssey* – the unofficial sequel to space-shooter *Epic*. *Odyssey* will feature a much more open-ended approach to the action, with over 100 predetermined missions to tackle. Oh, and Alien Sex Fiend are doing the music. Hmm... Both games will appear on PC and Amiga towards the end of the year.

IMPORT CHARTS

SNES

1	Starwing	Nintendo
2	Super Star Wars	JVC
3	Batman Returns	Konami
4	Operation Logic Bomb	Jaleco
5	F1 Exhaust Heat 2	Seta
6	Ramna 1/2 Part 2	Masnya
7	Tuff E Nuff	Jaleco
8	Nigel Mansell's Grand Prix	Gremlin
9	NHLPA Ice Hockey	E.A
10	T. Toon Adventures	Konami

MEGA DRIVE

1	Tiny Toon Adventures	Konami
2	Turtles 4	Konami
3	King Of The Monsters	Takara
4	Flashback	US Gold
5	Ecco The Dolphin	Sega
6	Fatal Fury	Takara
7	Final Fight (CD)	Sega
8	Road Avenger (CD	Sega
9	Bulls vs. Blazers	E.A
10	The Flintstones	Taito

GAME BOY

1	Lemmings	Ocean
2	Bonk's Adventure	Hudsonsoft
3	Super Marioland 2	Nintendo
4	The Empire Strikes Back	UbiSoft
5	Cool Spot	Virgin

PRESENTING THE GAMES MASTER TIPS HOTLINE

Thanks to the recent invention of the telephone, er, we at GamesMaster magazine are able to offer you an entirely new and rather great service: the GamesMaster Tips Hotline.

THE LINES

0336 420375 Rolo To The Rescue (Mega Drive)
0336 420376 Battletoads (Mega Drive)
0336 420377 Desert Strike (Amiga)
0336 420378 Tiny Toon Adventures (SNES)
0336 420379 Starwing (SNES)
0336 420380 Addams Family 2 (SNES)

RULES AND COSTS

You must have the permission of whoever pays the phone bill to use these lines. Calls cost 36p per minute cheap rate (6pm to 8am and all weekend) and 48p per minute at other times. The maximum call costs £1.34.

ALSO AVAILABLE

AMIGA POWER

Our fine sister magazine, Amiga Power also runs tips lines, and theirs are equally great!
You can ring them up, and get all sorts of information about games, in a very similar style to ours. Maybe a bit better.

TIPS LINE

ONLY £1 FOR A COMPLETE CHEAP RATE CALL

0336 420358 Wing Commander
0336 420359 Legends of Valour
0336 420362 Walker
0336 420363 Dark Seed
0336 420364 History Line
0336 420365 Tom Landry Football

Future PUBLISHING

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Europe's biggest publisher of computer and console magazines is once again on the lookout for first-class talent. The company responsible for such market-leaders as Amiga Format, Total, GamesMaster, Sega Power, MEGA and Super Play is gearing up to launch yet more worldbeating magazines onto the market.

If you're already an **Editor** with experience in Future territory and you're hoping to join us, we want to hear from you. If you're an experienced, ambitious **Deputy Editor** keen to move on and up, we want to hear from you. If you're an **Art Editor**, **Art Assistant** or **Production Editor** working with Quark XPress and desperate to get on, we want to hear from you. If you don't work for a magazine but would dearly love to, and know Sega and Nintendo consoles and console games inside and out, we want to hear from you. If you really, seriously believe you have something to offer Europe's market leaders, we could well have something serious to offer you.

Write now, enclosing a CV, an example of work published or unpublished and Five Good Reasons Why Future Needs Me to:-

Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
Tel: 0225 442244, Fax: 0225 446019

CHARTS

Virgin GAMES CENTRE

THE OFFICIAL CHARTS (Month ending April)
Courtesy of Virgin Retail

SNES

1. **PGA Tour Golf** - Electronic Arts
2. **Super Mario - Paint** - Nintendo
3. **Road Rash 2** - Electronic Arts
4. **Mickey's Magical Quest** - Capcom
5. **Rugby** - Imagineer
6. **Super Parodius** Konami
7. **Road Runner's Death Valley Rally** - Sunsoft
8. **Super SWIV** - Storm
9. **Pilotwings** - Nintendo
10. **Bart's Nightmare** - Acclaim

NES

1. **Micro Machines** Codemasters
2. **Noah's Ark** - Konami
3. **Pirates** - Konami
4. **Super Sports Challenge** - Codemasters
5. **Bucky O'Hare** - Konami
6. **Star Wars** - JVC
7. **Hyper Soccer** - Konami
8. **Lemmings** - Ocean
9. **Monster In My Pocket** - Konami
10. **Tom and Jerry** - Hi-Tech

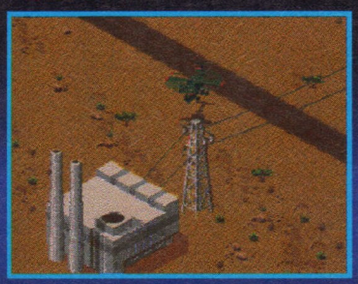
MEGA DRIVE

1. **PGA Tour Golf 2** - Electronic Arts
2. **Road Rash 2** - Electronic Arts
3. **European Club Soccer** - Virgin
4. **Streets Of Rage 2** - Sega
5. **Lemmings** - Sunsoft
6. **WWF Wrestlemania** - Flying Edge
7. **Mega-lo-Mania** Virgin
8. **Hardball 3** - Accolade
9. **Sonic 2** - Sega
10. **Desert Strike** Electronic Arts

MASTER SYSTEM

1. **Lemmings** - Sega
2. **Sonic 2** - Sega
3. **Speedball 2** - Sega
4. **Transbots** - Sega
5. **Taz Mania** - Sega
6. **Ninja** - Sega
7. **Leaderboard** - US Gold
8. **Mickey and Donald** - Sega
9. **Rainbow Islands** - Ocean
10. **Asterix** - Sega

AMIGA

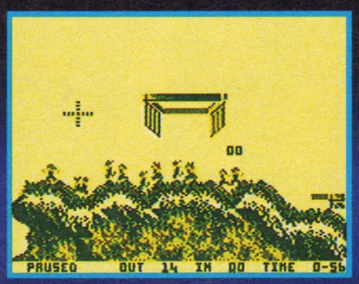


1. **Desert Strike** - Electronic Arts
2. **B-17 Flying Fortress** - MicroProse
3. **Body Blows** - Team 17
4. **Superfrog** - Team 17
5. **The Chaos Engine** - Renegade
6. **Sensible Soccer 92/93** - Renegade
7. **Lemmings 2** - Psygnosis
8. **Premier Manager** - Gremlin
9. **Historyline 1914 - 1918** Blue Byte
10. **Abandoned Places 2** - Ice

LYNX

1. **Dracula** - Atari
2. **Dirty Larry** - Atari
3. **Pitfighter** - Atari
4. **Toki** - Atari
5. **Switchblade 2** - Atari

GAME BOY



1. **Lemmings** - Ocean
2. **Populous** - Bullfrog
3. **Star Wars** - UbiSoft
4. **Battletoads** - Tradewest
5. **Track and Field** - Konami
6. **Mario and Yoshi** - Nintendo
7. **Terminator 2** - Mindscape
8. **Alien 3** - Acclaim
9. **Bart vs. Juggernauts** - Acclaim
10. **Battle of Olympus** - Imagineer

GAME GEAR

1. **Sonic 2** - Sega
2. **Super Kick Off** - US Gold
3. **Lemmings** - Sega
4. **Super Space Invaders** - Domark
5. **Taz Mania** - Sega

FOR WEEKLY CHART UPDATES, TUNE TO DIGITISER ON TELETEXT PAGE 470 ON CHANNEL 4.

DON'T AGREE, EH?

Here's your chance to do something about it. If you're sick of seeing the games you loathe riding the top of the charts, you can vote for your fave game and put it to the top of our Readers' Chart which will appear next month. Right on! Power to the people etc.

I'm a GamesMaster reader and my fave game is:.....on the .....

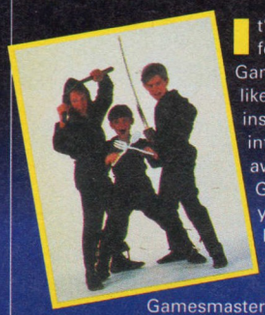
My address is .....

.....

.....

NETWORK

3 NINJAS



It's not often that we feature movies in GamesMaster. Much as we like to bang on about them instead of writing proper, informative reviews, we're aware that you read GamesMaster because you're into games. However, every now and again a movie comes along that fits the Gamesmaster brief (youth, action, excitement and a bit of harsh language) so accurately, that it'd be a crime for us not to mention it.

3 Ninjas is such a movie. Out in the merry month of, er, July, it comes from Touchstone pictures and is guaranteed to be one of the most face-punching adventures, well, ever.

The movie follows the exploits of three young American brothers, Rocky, Colt and Tum Tum and they must use the Ninja skills taught to them by their grandfather, a former Ninja master to save themselves from inept kidnappers, schoolyard bullies and, most of all, an evil Ninja warrior who is a former student of the boys' grandfather (it says here).

The young Ninjas' ingenious methods get them out of many a jam, and their martial arts prowess astounds even the toughest of thugs. But when they are finally captured by the evil Ninja, it takes all that they, their grandfather, and their father (an FBI agent) can muster to save the day (it also says here).

Throughout the picture, the Ninjas have to rely on each other to deal with the truly ugly and evil foes which they face. Very much "one for all, all for one" and all that.

Now, you may be generally intrigued by the antics of these Ninja people. You may even want to 'be' one... But not in the sense of 'being' Ken or Guile. Oh no. We're just so completely wonderful that we're offering you a staggeringly hard opportunity to actually, really and completely become a Ninja.

Now, this offer presupposes some vague twinges of athletic ability and, possibly, talent. Sorry, that's just the way it is. Now read that bit down there!

Yeah! It's the Ninjas. Oh dear. What is the story with the kid on the left? The haircut! Very '76.

Three young boys hit a man dressed up as a Ninja. Oops. Suspension of disbelief and that.

Imagine! This could be you. The one with the ill-fitting costume who's not very good.

BECOME A NINJA!

Thanks to our mates at Touchstone pictures, we're proud to be able to offer GamesMaster readers what can only be described as the Holiday And Ninja Training Opportunity Of A Lifetime!

Yes indeed, the lucky winner will be able to take his family on a cinematastic trip to Los Angeles, to visit Disneyland, have a completely dreamy holiday and meet and be trained by a real genuine Ninja Master! Gloinks!

In LA. you'll be staying at The Hollywood Roosevelt – "hotel to the stars" – for a whole week. This hotel still has permanent suites dedicated to some of their famous regulars in the past, the likes of Marilyn Monroe and Clarke Gable.

In addition a USA Rent-a-Car will also be at the winner's disposal, so exploring the many sights this city has to offer will be a doddle.

And even if you aren't lucky enough to win the first prize, you're still in with the chance of winning one of 100 runner-up prizes of 3 Ninja Kids/GamesMaster baseball caps.

HOW TO ENTER

Simple! All you have to do to win the competition is get yourself a camera. Then, pose in the most frightening Ninja stance you can manage without pulling a muscle or something. Then, fill in the coupon below (including the tie-breaker) and attach it to your picture. Then send it to us at 3 Ninjas Competition, GamesMaster Magazine, Future Publishing, 29 Monmouth St, Bath, Avon, BA1 2DL.

THE RULES AND THINGS

No employees of Future Publishing, Touchstone Pictures or their relatives are eligible for entry. The competition closes on 20 June. The editor's decision is final and no correspondence will be entered into. Unfortunately, we can't return your photos, but we will have a laugh at the really awful ones if that's any consolation.

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THE COUPON

Remember to attach this coupon to your photo!

Name:. . . . . . .

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Tie Breaker: Complete the following phrase in 25 words or less: "I want to meet a real Ninja Master because..."

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"An absolute must for all combat games fans"

– GAMESMASTER MAGAZINE

3 Ninja Kids

PG

COMIN' AT YA!

IN CINEMAS ACROSS THE COUNTRY FROM MAY 28th

TOUCHSTONE PICTURES A GAINAX/TRANSPACIFIC PRODUCTION A BOARDING PICTURE/HOLLYWOOD PRODUCTION A FILM BY JIM YUKICH/LANG "3 NINJA KIDS"
VICTOR WONG MICHAEL TRAVIOR MAX ELLIOTT SLADE CRAIG PINOCK CASTING BY BARBARA HARRIS SET DECORATOR BY JAMES KING
SCORE BY KENNY KIM SCREENPLAY BY EDWARD EMANUEL PRODUCED BY MARTHA CHANG DIRECTED BY JIM YUKICH/LANG
CHUM FILM DISTRIBUTION INTERNATIONAL INC. Touchstone Pictures
Distributed by BUENA VISTA INTERNATIONAL (UK) LIMITED

NETWORK

DIARY DATES

Instructions. 1. If you're browsing through this in a newsagent's, go over to the counter and pay for it now. 2. Take it home. 3. Read the following game release dates and note the relevant ones down in your diary. 4. Alternatively, you could be a little less sad and, as you think, "When's Starwing out, then?" Simply look down this page, make a mental note of the date and go out and buy it at that time. Yes, folks it's that simple. Now go away very quickly.

Stifling emotion, Kate averted her gaze and unplugged a decanter of brandy. She poured herself a glass.

MAY 20TH

Issue Six of GamesMaster magazine went on sale today. That's all I'm prepared to say this month. No more, no less. So goodbye to that one. Meanwhile, games that should be around at this time include *World League Basketball* (SNES), *James Bond – The Duel* (Mega Drive), *International Rugby Challenge* and *Desert Strike* (Amiga), and *Mystic Quest* on the Game Boy.

MAY 21ST

Les has his stitches out after last month's appendectomy.

"I know I've been cold and passive in the past," she said. "But I can change. Everyone can change."

MAY 26TH

Today is a bit Sega-esque, actually. Those releases in full... *Summer Challenge* on the Mega Drive, and, on the Game Gear, *Global Gladiators, Double Dragon, Superman, Strider 2* and *Bart vs. The World.*

MAY 27TH

Les gets a bit of a headache. He takes an analgesic and feels better.

JUNE 3RD – 6TH

The Chicago Consumer Electronics Show in, er, Chicago. Chicago's a lovely place. The Sears Tower is there – the world's tallest free-standing structure. I think. It's very windy, too. A bit like James. Ho ho ho. Anyway, loads and loads of brand new games will be there and – if our rumour-type sources are correct – a rather sexy new games system will be launched there. Hmm... Now what could it be?

JUNE 5TH

Hurrah! Today is *Starfox* – sorry – *Starwing* day! It's on sale now. You'll be able to go out and buy it and everything. You don't need to get it from an importer. You can go down to WH Smiths or, er, somewhere else that sells video games. We recommend you do so very quickly indeed.

JUNE 7TH

Nintendo-wise there's the extremely eagerly-awaited *Super Strike Eagle* on the SNES, and *Mega Man 4* from out of the NES. Talking of Sega things... (*Er...* – Ed) Sega, there's *Streets of Rage* and *Home Alone 2* – both on the lovely Master System.

Jonathon looked at her. "Kate, just tell me if your love is still alive."

JUNE 8TH

Les stubs his toe as he gets out of bed. He swears and rubs it for a while. Then, when the throbbing has subsided, he gets ready for work.

JUNE 14TH

If you own an Amiga and you want to play a bit of golf, then it's perfectly reasonable to assume that you'll be buying *International Open Golf Championship* today.

JUNE 16TH

Les has a relapse and has to have his appendix put back in.

JUNE 17TH

Perhaps the most important date. Issue 7 of GamesMaster is out... (*Hello, sorry to interrupt. It's the Ed here. Now, I don't write this column, and I don't condone the shameless self-plugging so often contained within. It's unethical. The next issue will be great, though. It's got Bob Hoskins in it and everything. Oh, and I've seen the list of reviews and some of them are brilliant. And, goodness, the tips section. fabulous!)*

WHAT IF... ZOOL WAS INTERVIEWED BY JEREMY PAXMAN?

(Usual naff Newsnight backdrop. Jeremy turns and speaks into the camera...)

JEREMY – Ye-eeesss... Now, no-one can deny that, over the last couple of years, video games have become a highly respected cultural force. In the studio with me tonight is one of the major players – a creature called, ahem, Zool. Apparently, Zool is a "ninja from the Nth dimension". So, then... Zool... you're an ant, aren't you?

ZOOL – Erm, actually no. I'm a ninja from the Nth dimension. Anyway, I'm soon to appear in a coin-op version of my hugely popular Amiga game and...

JEREMY – Ye-eeeeeeeeesss... So, this Nth dimension, then... Is it populated solely by ants such as yourself?

ZOOL (Patiently) **–** Ah. Now, as I said before. I'm not an ant. I am a ninja. From the Nth dimension. Now, Amiga owners who enjoyed my first game should look out for *Zool 2*... sometime in October. The sequel features...

JEREMY – I'd like, if I may, to bring in Professor R. Graves of the Norwich Entomological Research Centre...

(A smug gentleman appears on-screen.).

JEREMY – Professor Graves, does it surprise you that one of your previous – subjects – has become such a household name?

PROF. GRAVES – Towards the end of my time with *Zool*, I observed – with considerable alarm – some disturbing tendencies. He appeared to enjoy wearing a bizarre mask and a stupid red belt – behaviour most certainly not normally associated with someone who is basically an insect.

ZOOL – I am not a bloody ant, for Christ's sake!

JEREMY – Ye-esss... Oh dear. Etc... (Not to be continued).

EXCLUSIVE!

BEFORE AFTER

LES NOW APPENDIXLESS

Yes, it's true. During a particularly intense (and lengthy) lunch with top fella Mark Blewitt (from Psygnosis) our very own Staff Writer, Les, began to stare ambivalently into his pizza, complaining of stomach pains. Minutes later, he was whisked to hospital where, after being heavily sedated, his appendix was swiftly yanked out. Being the hard chap that he is, Les asked to keep the offending body part (so he could stick it in a jar of vinegar on his mantelpiece or something). Unfortunately though, it had already been thrown in the bin. Les is now all fine, fresh and raring to slag off sports sims again. (*He's still had a bloody week off work, though!* – Ed).

A doctor said yesterday, "Inflammation of the appendix (a small, blind extension of the bowel) is a serious condition. In extreme cases, the pus-filled appendix may burst, causing a potentially lethal spread of infection. Treatment is by removal (appendectomy).

"Although the process is fairly routine, Les should certainly rest for a few days to ensure complete recovery from operation trauma."

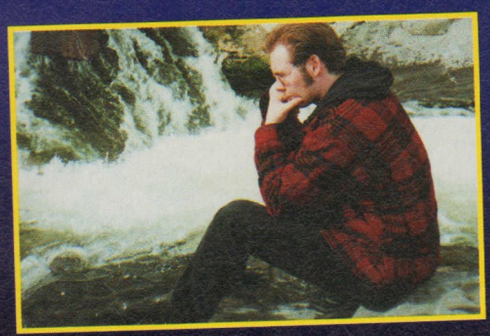
DOMINIK'S BIG PURPLE COLUMN

Welcome once more to the one chance you get every month to put away your troubles, leave the outside world behind and settle down to my purple column. Now the officially biggest pile of overpaid dog's droppings anywhere. You can rest assured that I will try to maintain such appalling standards, ably helped by editor man Jim. This month, the spuriously entitled "Day with Dom" took place about a month ago, but by the miracles of modern print journalism, I can take you back to the Sensible Soccer World Cup 1993.

A DAY WITH DOM

Got up unfeasibly early (about 8am), hardly slept a wink I was so nervous. I have been training a whole year for this day, and it was one of the greatest ideas ever when Jon Hare (game designer) phoned up and said that in a desperate attempt to wring some "off-season" publicity out of us, the cream of the nation's computer industry were invited to compete in the first ever Sensible Soccer World Cup.

And so it came to pass that I was bundled into a car with my mate Rick (fellow competitor), my long-suffering assistant director/wife Myf (not her real name) and our friend Paul (real name), who was there a) to help us film the whole affair for GamesWorld and b) because none of us saddos can drive and he can. Expertly.



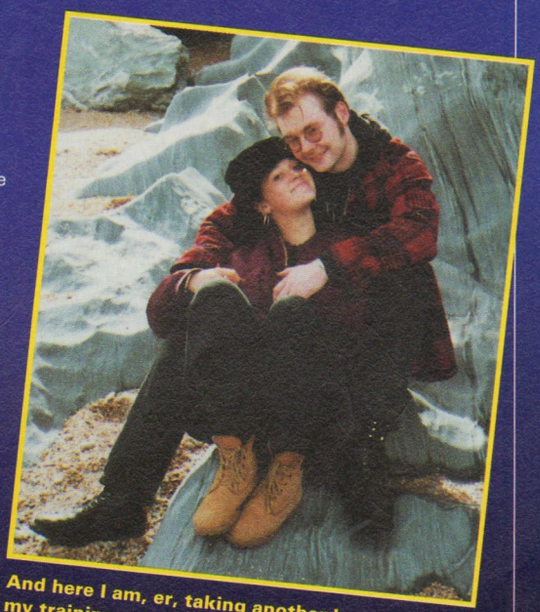
Here you can see me taking a break from my intensive Sensi Soccer training schedule. I really must do something about my sideburns.

I had with me my first choice joystick, The Bug and my good luck Celtic away strip. When we arrived we were delightfully treated to a computer-animated Pavarotti singing Nessun Dorma in full professional fat bloke glory.

The official draw took place (oh yes, this was the dog's danglies). I was quite fortunate that, because some people called off on the day, there were a few computer-controlled teams playing, and one of them, San Marino, was in my group.

It's worth pointing out that I am absolutely brilliant at *Sensible Soccer*... when I play against the computer, that is. You see, none of the people in the GamesMaster office play the game, so I'm a little bit rusty against human opposition. To make matters worse, in my practice games I was playing rubbish.

Now there is an old Chinese proverb which goes: "When playing like a fool in warm-up matches, changing to your back-up joystick is not the solution." I, rather stupidly, ignored this proverb (*Fool!* – Ed), used the tiny Bug in my first match, played a bloke called Chris, from Europress, couldn't stop my hands from shaking, and got walloped 5-1. Oops!



And here I am, er, taking another break from my training schedule with Myf (not her real name). In fact, on reflection I'm beginning to wonder if I trained quite enough...

Now, like in the Real World cup, you are in four groups of four teams, you play each other once, with the top two from each group and the four best third teams going through. Getting beaten 5-1 in your first match means you're almost shafted.

DOMINIK THE SNAPPER...

"Take some pics of yourself before the event," says Jim. Okay then. Here I am...

... and here's my equipment. My Celtic shirt was supposed to bring me luck.

The Bug, which I stupidly deserted, after my first round defeat. Behind it is my fave rug.

Oh look, I'm sorry about the pics. I fell off my chair when I was doing this one. Is that enough?

My second match was against Sensible Software's very own top bloke – Joolz. I managed to scrape a 1-1 draw against him, having had to win my final match by six clear goals to get through.

The good news was that it was against the computer-controlled San Marino. The bad news was that all the computer teams had been put up to Grade 1 (Germany) standard, and had already beaten a number of human players already. Not one to panic, I fortified myself with four cans of Diet Coke and a phone call to my Mum.

The match started off okay, with me leading 2-0 until San Marino pulled two back to leave it at 2-2 at half time. It needed the second half of a life time, and then, as if by magic, the goals started to flood in. You see, having played the computer a lot, you get to know the guaranteed ways of scoring, namely, curve the ball into one of the posts and slide forward to toe-punt it over the line. San Marino fell for this devious tactic in the second half, leaving Ally McOist to pick up six goals as my Scotland team won by a total of nine goals to two. I was through! The biggest bummer was that Myf and Paul had gone off to film something else and missed most of my performance.

The second round was composed mostly of people from Amiga Force magazine, who were all rather good, but then, I reckon they probably knock the mag up in a day, leaving the other 30 days of the month free to practise.

Anyway, I played Chris, one of the game's programmers, in the next round, and again it was a close first half, ending at 2-2, but I was smoking now and finished the game 7-4 ahead.

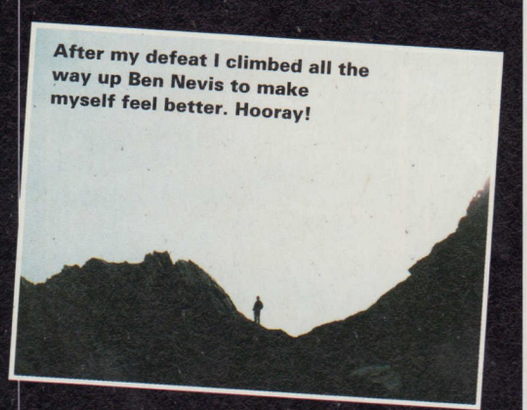
I was through to the quarter finals and only two things could stop me. Either a) my arms would fall off or b) I would be drawn against pre-match favourite and "greatest *Sensible Soccer* player ever" Phil King from Amiga Force.

Unfortunately, my arms remained on and I was forced to play Phil, by far the harder of the two options. However at the halfway point, I was holding Phil to a 1-1 draw and anything was possible. Then, Phil stopped laughing long enough to slot two in against the hapless Andy Goram to send me crashing out of the tournament 3-1.

Gutted was not the word, but in true Scottish World Cup fashion, I had tried my best, entertained the crowd, and then got stuffed.

Phil King went on to win the replica gold cup in a closely fought final with ST Action's Jason Dutton and made a very emotional thank you speech in which he made no mention of me whatsoever. It must have been the pressure.

My mate Rick, meanwhile, having been eliminated in the first round with the scant consolation of having the best goal scored against him, had spent the rest of the afternoon huddled around the lager larder, and couldn't care. Myf and Paul had gotten completely bored with the whole affair and left on a small package holiday to the Greek Islands, leaving me to trudge wearily off, dreaming of what might have been. Many thanks to Jon Hare and all the top blokes at Sensible Software for a fun day out for all the family.



After my defeat I climbed all the way up Ben Nevis to make myself feel better. Hooray!

DOMINIK'S TOP 5

***X-Wing* is completely great, especially if you have a really brilliant PC to play it on. Fortunately, since I'm loaded, I have two.**

This is *Super Pang*, which I like, because it's got balloons in it you can burst. Er... Oh, and the little men have great hats.

1) **X-Wing – PC** – 3D space shoot-em-up, shenanigans ahoy!
2) **Super Pang – SNES** – Great arcade conversion, but shock no two-player action!
3) **F1 Exhaust Heat 2 – SNES** – Fastest-racer-ever-mongous in another-game-with-no-two-player-option-tastic way.
4) **Wiz and Liz – Mega Drive** – The fastest game ever on the Mega Drive, destined to become one of the best two-player games ever.
5) **Shining Force – Mega Drive** – Unfeasibly large RPG with lots of social misfits pretending to be heroes.

***Exhaust Heat 2*, despite what the cretins on the mag say is completely top, even though you can't race against anyone but your SNES.**

***Wiz and Liz* is really really fast, and I love it. Here is a picture of a bloke who has been frozen in ice. He's called Woofy, I think.**

CACK GAME OF THE MONTH

Two way tie – *Renegade* (on Master System) and *G-Loc* (on Mega Drive). I'm sorry, these are both so truly abysmal it was impossible to separate them. Both games are so shockingly terrible that if you do buy either of them, then, er, I don't know, kick yourself in or something.

VILLAIN OF THE MONTH

Paul Ross, not content with being in charge of The Word and making it even more crap than it was, takes over from Chris Evans on The Big Breakfast, ruins that and then continually makes crap comments in the press. This is made worse by the fact that his brother, Johnathan, is a top bloke and talented to boot.

CLOSING CREDITS

This month, it's the turn of Doug Johns, our chief games tester and researcher. Doug is responsible for setting almost all of the challenges you see on the show and he lives a strange life, drinking only mineral water. The money he saves by being teetotal is used by numerous magazines featuring naked ladies and a pair of leather trousers. He is a great bloke, but not many women fancy him.

These people, er, aren't Doug. In fact, I shall keep their identity a secret until next month...

STEEL TALONS

Steel Talons is a high-tech combat flight simulator with 360° polygon graphics giving total control over the most advanced attack helicopter currently being used by the United States Army. So, strap on your flight harness and prepare for the ride of your life!

AIR DATA INFO.

- 2 PLAYER
- 12 MISSIONS
- 3 TYPES OF PLAY
- 3 LEVELS OF DIFFICULTY
- STATE OF THE ART WEAPONRY, INCLUDING A 30MM CHAIN CANNON
- BORON CARBIDE ARMOUR
- UTU LOCKING SYSTEM

DOMARK

TENGEN
VIDEO GAMES

SEGA
MEGA DRIVE

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ARCADIA

Easter's been and gone. You've demolished all your eggs and some batty old aunt has given you 50p to "buy yourself a nice jumper". But you've got other ideas. Ideas involving brightly flashing lights, ear-splitting sounds and a massive adrenaline rush. It's time for some real action. But which of the latest coin-swallowers currently residing in your local arcades are actually worth playing? Kate Barnett is your guide.

Been sitting in that oh-so-comfortable armchair too long, letting your thigh muscles go to waste while your forearms expand to monster proportions from playing home games all day long? Got that pasty, haven't-so-much-as-smelt-fresh-air-in-weeks look about you from spending every possible hour indoors? Then get off your chair, drink your milk, and head down to your local arcade for some coin-op action.

Every month from now until the rest of your natural life (or some time in between) we'll be bringing you the very latest information on the coin-op scene, both here in the UK and abroad from places like America and Japan, because all the really good stuff happens out there first.

And talking of arcades, before we so much as even mention the machine side of things, here's the latest news on what's opening up where.

Many of our really clued-up and hip readers (just so you can feel stupid if you hadn't heard) will already know about Sega's Metropolis at Hamleys toy store in London. It's what they call a family entertainment centre rather than an arcade, and that's the way a fair few operators are going now. The general move is away from the dark, dingy and fag butt-strewn side of things towards much smarter places with some really decent kit.

Anyway, Metropolis has about 80 per cent Sega gear, all of it up-to-date, and plays home to an R-360 simulator – designed to make you feel really sick by throwing you around at 360 degrees while you take part in a dog fight.

But the real news is that Sega is to open up two other new centres this summer.

One of them, at the Yaohan shopping centre in north London, should be up and running in August. But the real big boy, bound to get your very capable, joystick-wielding fingers itching, is a 23,000 sq. ft. development (yes – that is big by the way) in sunny Bournemouth.

Not only will the Bournemouth site have all the latest kit, but it's also planned to include an educational area. And that means you'll be able

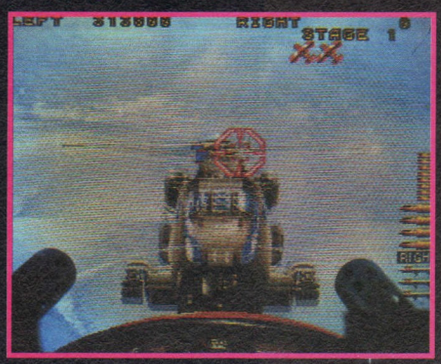
Here we have some pics of the machines we mentioned but didn't have room to picture last month. *Lethal Enforcers* is actually a rather action-packed two-player shoot-out thing with great graphics.

WILD PILOT

(Jaleco)

Here's a tip on Jaleco's *Wild Pilot*, which got a bit of a slating in last month's Arcadia. I found out that the best way to play the game is with someone else. And that's not just because you can hold hands. Basically, it means one of you can concentrate on destroying the marked target, while the other one fends off the enemy – which does a lot to increase your chances of survival in the game.

Also, by far the best version of the game to grapple with is the sit-down one, because fitted hydraulics mean the cabinet moves up, down and around while you're gunning. Okay, so I'm sure it's not like the motion of a real plane, and the action isn't thrilling, but it's quite a laugh pretending you once played a part in Top Gun.



Here you have to take on, well, it's a helicopter isn't it? Life would be a lot easier if you were playing with a friend, since you'd both be able to shoot it. Er...

The point is, you see, that one player can knock out the incoming rockets and so on, while the other can do away with the marked target. (*Alright, don't go on.* – Ed).

Look! We're sort of in a canyon. Now, if there were two of you playing, you'd be doing a lot better because... (*This had better be good.* – Ed) there'd be two of you.

VIRTUA RACING

(Sega)

And on the subject of moving cabinets (another neat link there) there's some more news on this year's real coin-op hit, Sega's *Virtua Racing*. Like *Wild Pilot*, the most fun version of the game to play is the cockpit one, since the car interior moves in time with the race action (indulging your wildest Nigel Mansell fantasies). If you haven't seen *Virtua Racing*, you really ought to get yourself down to your local slot-shop immediately, since it's completely great. Either way, all variations on the game have the most superb graphics. And if you don't believe us, you can look at the pictures here.

Here we see a bloke enjoying a sit-down *Virtua Racing*. One day, it could be you.

And this is the *Creature from the Black Lagoon* pinball table which, apparently is amazing and startling and shocking. Interestingly, the Creature is one of the Universal Monsters.

And here's the *Streetfighter 2* pin table which we *did* actually have room to picture last month, but you couldn't see much of it because of that awful Chun Li. So here it is, er, again.

to learn all about the technology behind the machines and then stun and amaze your friends with your incredible breadth of knowledge.

Also coming up in the very near future is a new centre at the Lakeside Thurrock Shopping Centre, including virtual reality, which is due to throw open its doors in May.

And if you happen to be unlucky enough to live near Blackpool, you're also in for a new place to show off your coin-op capabilities. They're planning to pull down the Oasis on the seafront and build a much bigger and better amusement centre instead. The guy who runs the joint claims it will probably make it the largest in the country, and the first phase is due to be completed in November. But enough of where, and more of what – although if you're feeling left out because you don't live even vaguely close to any of the new places (shame!), don't go too overboard in the self pity ranks. Rumour has it that Sega's latest moves are merely the beginning of the Japanese invasion. So watch this space. That's all for this time. Next month look forward to an enormous three-page arcades special, as we go coin-op-crazy (or something like that).

Kate Barnett is the Deputy Editor of Amusement Business magazine.

ARCADIA

LETHAL ENFORCERS

(Konami)

If you haven't played Konami's shoot-em-up *Lethal Enforcers* yet, you're making a big mistake. Basically, you're a cop with the most dangerous job in town, so of course it's your task to blap away at the bodies and progress through the stages.

The graphics are good and the settings are originals – Chinatown meets chemical plant – and you get to do shooting range tests to sharpen your accuracy.

The action is fast and furious, and I'd recommend playing solo because you can judge your skill level better – although playing together and doing out lots of heavy fire-ups your chances of defeating the mega baddie.

Take care to sustain the minimum of injuries yourself, though, since you'll find anything over two or three direct hits leads instantly to the hated Game Over syndrome.

In the rather gruesome style of *Mortal Kombat*, *Lethal Enforcers* (see cabinet picture opposite) features gory set pieces like this. Bloke falls from window and...

...lands on a car bonnet and, er, blows up. No, it happens like that, really. Note the rather attractive digitized backdrops adding to the, er, realism. Oh good. These thrills aren't cheap though. 50p a go to be precise, so a quid for a two-player game.

The chair moves in response to your steering-wheel antics, enhancing the realism no end.

VIRTUA FORMULA

(Sega)

The really hot news comes from Japan, where *Virtua Formula* was recently revealed to a salivating public. Eight cars are linked in a frenzied race to the winning line, and each is mounted with hydraulics for simulated driving using individual and shared screens. The game should be over here later this year.

Meanwhile, Sega is already working on the next generation of *Virtua Racing*, Model 2, which produces even more stunning graphics using a 32-bit central processing unit.

As you would expect, there are hundreds of lesser villains (like this chap) who you must mow down in quite gratuitous style before you reach the big boss.

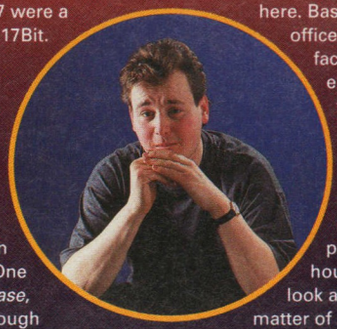
GAMESMASTER INTERVIEW

MARTYN BROWN

A top geezer who also happens to be the boss of the renowned Amiga developers – Team 17.

Martyn "Hard Drinker" Brown. Respect is seriously due – particularly for his amusing but unprintable story involving a man, a woman and a boil.

Rather unsurprisingly, Team 17 wasn't always a fabulously glossy, astonishingly well-known and generally very good Amiga-oriented software house. Once, in the dark and distant days of, well, a few years ago actually, Team 17 were a PD library called 17Bit. With a core of enthusiastic contributors, 17Bit eventually entertained a few aspirations about "becoming" a software house in their own right. One game, *Miami Chase*, was released through Codemasters and, as a sort of team manager, Martyn Brown, decided to make use of all his contacts and, under the new name of Team 17, go it alone...



THE FUNCTIONAL BIT...

GM: How big is the company now – in comparison to when it began? Explain the working situation – past, present and, possibly, future.

MB: We're expanding all the time, although we are hoping to keep the office as tight as possible and not get overrun with staff... I suppose it has to happen eventually, though. We don't employ any in-house programming staff (they work from where they choose) so it's not too over-crowded here. Basically, it's just a few offices and a warehouse facility. All the design teams either work from home or their own office. I put in the hours whizzing around to see them, but in these modern days, we send lots of stuff over modem so there's no point in having them in-house when we can get a look at developments in a matter of minutes.

It's a little difficult to predict how

THE STORY SO FAR...

Those Team 17 releases in full...

FULL CONTACT

Released JUNE 1991

The "debut". A fast, action-crammed beat-em-up, thoughtfully released at a budget price. Excellent graphics, some stormingly violent gameplay and a rather nice intro. "I'm glad we got this one out of the way first."

Reached Gallup No. 1 in the budget charts.

ALIEN BREED

Released OCTOBER 1991

The first full-price game released by Team 17.

Alien Breed set the pace for all 1Meg-only releases. "It still remains our most popular title.

"Looking back, we made a few errors in the gameplay department, which we rectified in the Special Edition."

This one made it to Gallup No. 1 in the Amiga charts.

PROJECT-X

Released FEBRUARY 1992

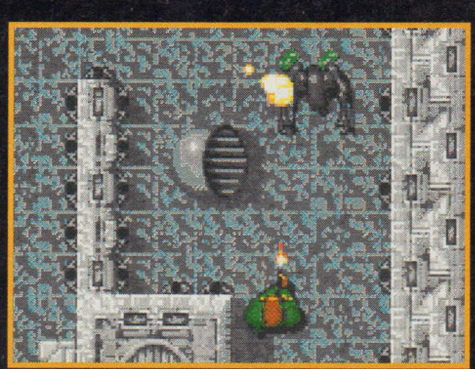
Tough shoot-em-up with many arcadesque features. Since it was released, nobody has done anything like it on the Amiga. "We are contemplating a full sequel on A1200 only..."

Reached Gallup No. 1 in the Amiga charts.

ASSASSIN

Released OCTOBER 1992

Platform shooty action in the mould of Capcom's



Alien Breed. **Messy and most enjoyable scum-blasting action. "Our most popular title."**

Project X. **Immensely tough laser-spitting space action. "A full sequel on A1200 only..."**

Assassin. **Rollicking. Platforms, weapons and everything. "I was really chuffed with it."**

things will go in the future. Everyone is buzzing at the moment.

We had a great ECTS (trade-only computer show) and so we now have interested parties flying at us all over the place and if only a few of the suggested deals pay off, we'll be – shall we say – considerably happy.

TALKING TECHNICAL AND BUSINESS...

GM: What are the good and bad

points of developing for the Amiga? Do you have any plans to branch out into other formats?

MB: For us, the pros of Amiga development are that we know the machine very well and we are all dedicated enthusiasts – and have been since its release. I honestly think that this shows in our products. The down-side would have to be the piracy issue. People copying games are killing the market and, therefore, killing the Amiga. They have to stop. Just supporting the companies who are producing good stuff will do. I'm not asking people to go out and buy every Amiga game released, but if people buy the stuff that's worth the money, then there wouldn't be a problem.

We're currently also developing for the PC and have plans to do a few console licenses – as well as a few other platforms which I can't talk about. The branching-out is all part of our own expansion, which isn't planned. It just kind of happens on an hourly basis!

GM: Describe the most awful and the most wonderful moments in the company's history...

MB: Awful moments... Losing a massive chunk of cash last year – which was down to a bad debt – meaning that development was severely held back for a time and we could have done so much more by now. Also realising how bloody cold these offices are.

Wonderful moments... Having come to terms with the fact that, in industry terms, "we've arrived". We've been lucky enough to have a lot more "little pieces of wonderful" than we had a right to expect. I just hope it all continues.

CONTROVERSY TIME – FEEL FREE TO RANT...

GM: Are violent video games cultivating a trigger-happy, non-caring generation?

MB: No, I don't think so. When I was a kid, I watched lots of TV and films and I haven't become a mad, axe-murdering type. People who go on about this sort of thing with any conviction really get on my wick. (*Ooh. Steady.* – Ed). It's the same old story with videos and films, I suppose... but until we get someone who thinks they're Superfrog or something, then we haven't got a problem. Actually, I think most of us here are trigger-happy, non-caring people, so I'm more or less losing the argument.

GM: What do you do right – and what do other software houses do wrong?

MB: I like to think we're completely motivated towards producing quality product. We also have our feet on the ground and aren't into all this egotistical self-importance nonsense. We're also all very good friends and generally, it's an excellent working environment. We don't bullshit, we just get on with it – happy that we're doing something we enjoy and getting paid for it. I don't think any of us are driven by the lure of cash – which may sound crazy, but I think it makes us better people. We could have cashed in and gone into console development ages ago... but we didn't. I hate the way most other software houses operate. I hate all the pony tails, the back-stabbing, the pretention. It's amazing that only people in the industry know what it's like and the user sits glassy-eyed at the apparent "glitz" of the whole thing. I enjoy being a sort of "anti-industry" diehard. I like to be part of the industry, but not particularly associated with it. Unlike most, I'm not on a personal crusade for fame and popularity.

PHEW... LET'S HAVE A SPOT OF TRIVIA...

GM: What are your own favourite games? (No Team 17 games allowed).

MB: I've got lots – on various machines. I enjoyed *Super Sprint* in the arcades (and the ST conversion). *Kick Off, Doomdark's Revenge* on the Speccy, *Paradroid* on the 64, *Pinball Dreams* and I adore *Railroad Tycoon* and *Civilisation* by Sid Meir. Games are a personal thing, but I've seen thousands and it's so sad that I can barely remember about 30 which I'd take with me to a desert island. I don't play many console games because I do not like purely games-oriented machines. Sorry – I lied. I used to love *Auto Racing* and *Ice Hockey* on the Intellivision!

GM: Who – or what – do you most desire?

Strider. A truly massive game with a complex bonus system. "For some reason, it didn't sell as well as we had imagined – which is a shame, because I was really chuffed with it".

Reached Gallup No. 3 in the Amiga charts.

ALIEN BREED SPECIAL EDITION

Released OCTOBER 1992

Budget-priced revamp of the original, sporting more levels and extensions to the gameplay. In effect, it made it much better than the initial release – twice as big – all at half the price. Since release, it has been at No. 1 in the budget charts... currently, that's a staggering 20 weeks! "Our best-selling title in terms of unit sales."

BODY BLOWS

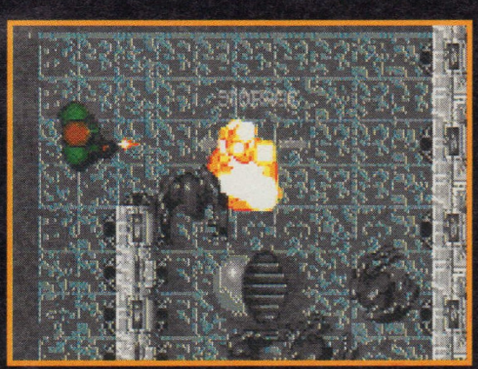
Released MARCH 1993

Slick beat-em-up with massive graphics and excellent sound FX. "No-one has really done justice to this genre of game on the Amiga, so we gave it our best shot..." Currently, *Body Blows* is the No. 1 best-selling game in the Gallup charts. "Our most successful title to date."

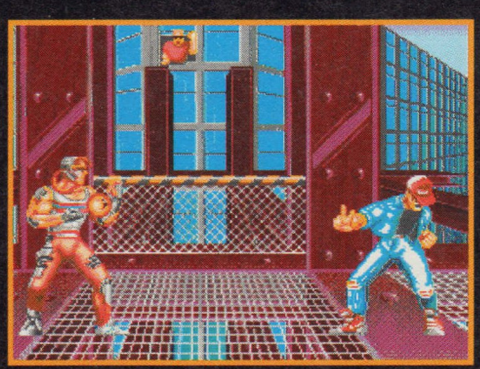
SUPERFROG

Released MARCH 1993

Cute platform game in the classic mould. "I would think that it's our most polished effort to date, and judging by players' reactions, I think they agree too. It's only been released two weeks and it's currently No. 5, but the new chart comes in this afternoon..."



Alien Breed. **Erm, again. Oops. "I think you'll find you've mentioned this before."**



Body Blows. **Most hard knuckles-on-teeth action. "Our most successful title to date."**

Superfrog. **Green, slimy and deliciously playable. "Our most polished effort."**

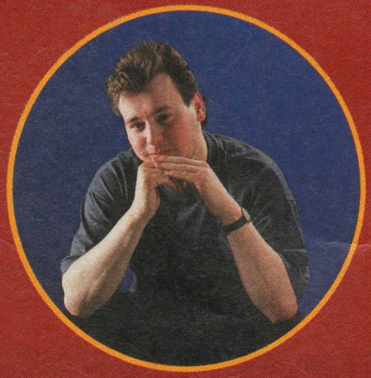
MB: A bloody holiday. I've worked very hard for quite a long time and I'm completely knackered. I wouldn't mind a BMW either but I guess I'd better pass my driving test first.

GM: Describe your stupidest – possibly most embarrassing – alcohol-related antics.
MB: I suppose the classic one was finding myself in a cell after a rather hefty "session" with some journalist friends at the Autumn ECTS. I couldn't remember how I'd got there or what I'd done. They eventually released me with no charges after attempting to sober me up seven times. I was released onto the sunny streets of Islington at 7am not knowing who I was or where I was supposed to be going...

GM: Who shot JFK?
MB: I dunno. I saw the film a few months ago and still can't make up my mind – although I know, or at least I think it wasn't Kevin Costner.

GM: What's the meaning of life?
MB: To have as much fun as you can, any way you like – until your liver packs in – while listening to Depeche Mode's "I Feel You". That about sums it up.

GM: Use five adjectives to describe the Team 17 philosophy.
MB: Honesty, reliability, quality, trust, unpretentiousness.



COMING SOON...

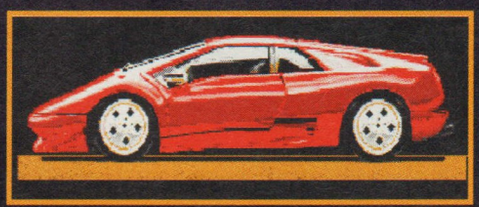
So, what's under development at Team 17 at the moment? First up is *Overdrive* – an overhead view racing game which, astoundingly enough, used to be known as Overhead Perspective Racing.

***Overdrive* features five different types of racing terrain and five different car-types – 4*4, Formula 1, Buggy, Sports and Fun-Sports – all of which handle in distinct and different ways. Bad news – due to technical, scrolling-type problems, the game will be one-player only. Good news – there will be a sexy little serial-link option, allowing for machine versus machine two-player action.**

Next will come *Alien Breed 2* – the sequel to one of the most popular Amiga games ever. Well, *Lemmings* was pretty popular, I suppose. Oh, and that *Sensible Soccer* was a bit of a hit... Anyway, this time, the action has moved onto a Federation planet colony, featuring different alien species, plenty of different traps, new weapons and add-ons, and, generally, more and bigger everything (the game should turn out to be three or four times the size of the original *Alien Breed*).

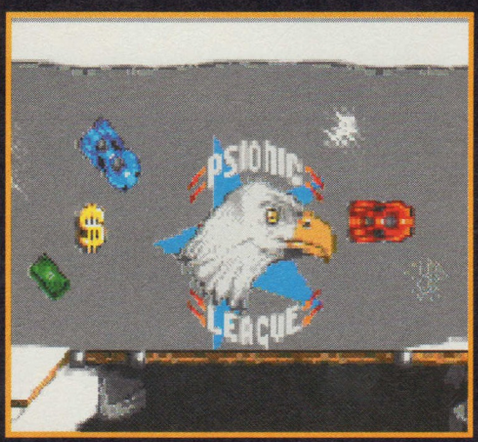
Then, it's punching, kicking and pancreas-rupturing time again, as *Body Blows 2*, erm, dragon-punches – no, sorry – kicks its way through the, um, screen of your Amiga. The sequel will feature some radically different fighters – droids, humanoids, aliens, starfighters – each with awesome magical abilities. The game will be written for both the A1200 and A500/600, with an A1200 version, sporting enhanced graphics and sound as well as smoother, faster action. Also look out for *Body Blows – New Edition* which has been made much faster, and includes the option of being able to control any of the ten main characters in one-player mode. Upgrade your original by sending Disk 1 back to Team 17 at Marwood House, Garden Street, Wakefield, West Yorkshire, WF1 1DX. Oh, and don't forget to include £2.50.

Three of the cars from out of *Overdrive*... First, the stonkingly attractive Formula 1 thingy.



Next, comes the, um, sports car. Sleek, stylish and generally very nice indeed. Fast, too.

Finally, it's a sort of stylised version of renaissance man – without the bodice. (*It isn't*! – Ed).



Psion? They used to do old Spectrum stuff, didn't they? (Sad old git. Did you hear... etc...)

We apologise for the poor quality of this screenshot. Do not adjust your magazine...

At last. Excitement! Someone's crashed. Looks a bit like *Micro Machines*, doesn't it?

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KONAMI

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TRAILERS

This month, Trailers is brought to you by Colin's Caravans of Warminster. If you're after a portable home, why not pop into Colin's Caravans? There's a wide selection to suit all tastes and pockets and our staff are always helpful. Colin's Caravans. Warminster 7861

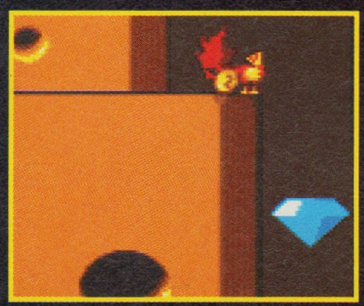
ALFRED CHICKEN

FROM - MINDSCAPE
PRICE - £25.99
FOR - AMIGA
AVAILABLE - JUNE

Last month we were impudent enough to bring you a major preview of *Disposable Hero*, and this month, after being advised by our Publisher to get on with some work, we're being cheeky enough to follow-up with that storming fellow, Alfred Chicken.

The link? Well, they're both heroes, of a sort. Even though one is rock hard and the other is an edible farmyard fowl.

This is an 11 level platformer written by Twilight Design. It's got the sort of plot which makes you envy the guys who sit around at Mindscape thinking the stuff up. Basically, Alfred's girlfriend has been kidnapped, along with a significant proportion of his egg-friends, whatever they may be.



Fowl, diamonds and cheese. This is what makes a good game, maybe.

Oh, pretend I've written a great Clockwork Orange gag here.

The kidnapped have been identified as Meka-Chickens, and have spirited off the kidnapees to Wild World, where they (the Meka-Chickens, that is) choose to live. Alfred must, of course, rescue them.

At this point, the press release describes Alfred as "an innocent chicken in a startling world". And it's impossible to say that better without wondering what exactly it means, in a sense. (*Eh?* – Ed).

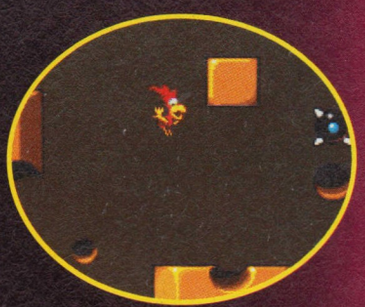
The Game Boy version of *Alfred* was in fact, rather impressive, and at this stage the game is looking rather storming on Amiga (as you'll have no doubt seen from these pictures). There's a version being developed at the moment for the NES and, later on this year, the SNES.

Expect (Geddit? Ex-pecked!) a load of secret rooms, tons of collectables and dozens of nasties to be got rid of. Alfred Chicken really is a new breed of hero, and the game devoted to him will be full of hen-related weirdness.

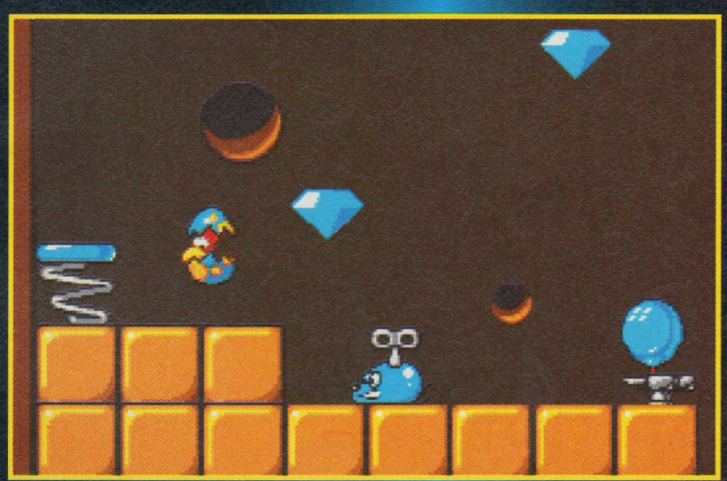
We'll do a full review next month, so curb your impatience until then. ■

It's been said that chickens have brains capable of working out simple logic puzzles and extricating their owners from mazes.

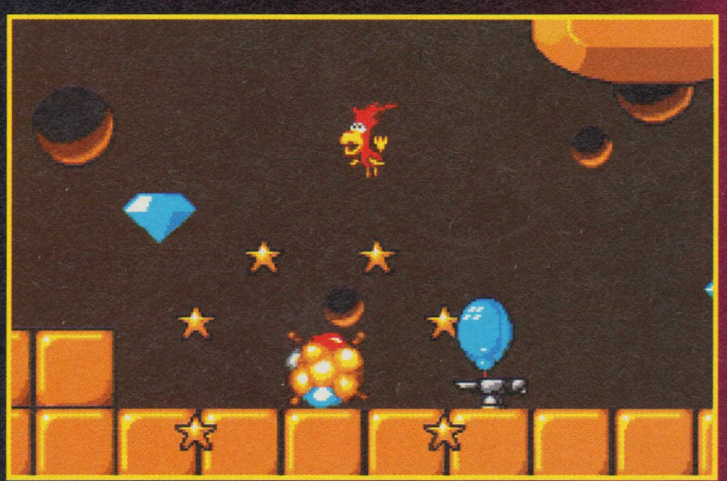
So chickens aren't as dim as the population generally believe.



Except that really they are stupid. And I've filled three captions. Ha!



Ahh. He's even got a little egg to hatch from as well. Bless him.



Now what is all this about, then? Is that an explosion? Or an animal?

"I am the Caption Master. With my infinite wisdom, I will judge the following captions."

DRACULA

FROM : SONY IMAGESOFT/PSYGNOSIS
FOR : MEGA CD, SNES (AND ALL OTHER MAJOR FORMATS)
PRICE : £40 - £45
AVAILABLE : JUNE/JULY

Yeah – teeth on neck action! Blood! Creepy music. Gothic, palatial chambers oozing with the very essence of impending violent death. Horse-drawn carriages driven by annoyingly enigmatic and hideously deformed gits. That bloke from out of 'Prick Up Your Ears' and that other bloke off Silence Of The Lambs. Oh, and Winona Ryder, as well!

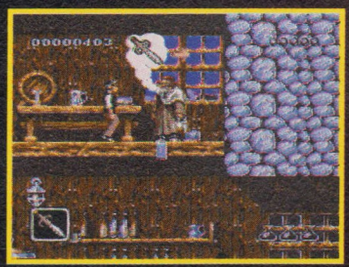
Let's concentrate on the technically superior Mega CD version for a second, and launch you into those specifications in full... Over 500 megabytes of graphics and sound. Over 15 minutes of the original Francis Ford Coppola movie footage. Digitised animation and scenery operating at 20 frames per second. 16 colour background animations. Set recreation using actual movie blueprints. 20 individual movements and positions for the main character.

Most impressive – but enough, look at these great screenshots! We'll also be involved in top-level negotiations with Psygnosis to get a review of as many of the other versions ASAP. Ahem... Right. Now, go and watch the film. It's out on video soon. I think.

Dracula will also be appearing on (deep breath) Mega Drive, Master System, Game Gear, SNES, NES, Game Boy, PC and Amiga. The 16-bit versions will feature around 17 levels and the graphics won't be as good as those on the Mega CD. Unfortunately, the Game Boy version will be in black and white! Oh, alright, look – we've only seen the SNES version... and it's great. In fact, to illustrate how great it is, just take a

In the Forest of Doom, Mr Harker rolls a boulder around in a vain attempt to stay fashionable. Caption quality – 4/10.

"Greetings! I am the Red Knight. I will trample all your kingdoms!" "Wrong game, idiot! Go away!" Caption quality – 2/10.



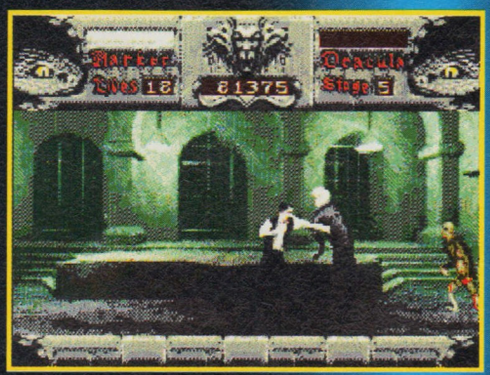
"Excuse me, mate – a large, glowing sword has suddenly appeared above your head." "Oh, bugger!" Caption quality – 5/10.

"You know, there's nothing I like better than sitting down with a good book and a glass of blood." Caption quality – 4/10.

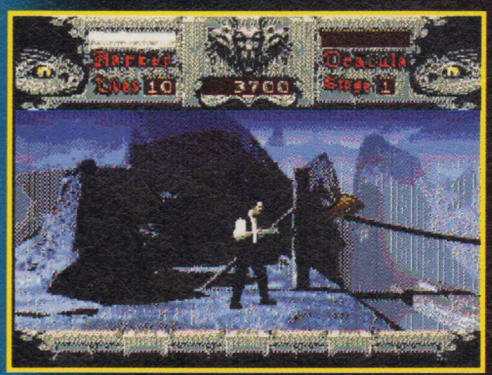
There are many comparisons to be made between the game and the film... Here, Winona Ryder is furiously snogged by her leading man...

Here, three vampirical women ravish someone in an unprecedented scene of forbidden, demonic lust...

Blimey, eh? What's happening here? Looks pretty raunchy, doesn't it? She looks possessed or something... Crikey!



...erm, while here, a sprite punches a large gentleman with a sort of cape on. Blimey, how did this one get past the censors, eh?



...and here, a geezer with a moustache prepares to walk across a bridge...

...and, again, it's that very same geezer who, having started to cross the bridge, gets attacked by a bat.

already. What about the game action? Well, you guide erstwhile innocent dude Harker (played in the movie by, erm, Keanu Reeves) and travel through time, collecting major figures from history who eventually assist you in submitting a passable report for your history teacher. Erm, wrong movie.

Things actually roughly follow the path and atmosphere of Coppola's Bram Stoker's Dracula movie. Harker is a very naïve legal type who is sent to the Count's castle to finalise an antiques/ property deal. Astonishingly enough (for a horror movie) things don't go particularly to plan and he winds up, stake in hand, on the trail of Dracula himself.

This involves furtively creeping through the various rooms and hallways – all populated by an assortment of delightful creatures including hairy spiders, oily rats, scuttling scorpions and, erm, flapping bats.

At the end of the individual zones, you must also face a particularly repulsive undead beastie – my personal favourite is the electrical bolt-flinging warlock geezer with the bad posture. Now, although it would be lovely and reassuring to swagger through the dank dungeons waving around a rather fetching Uzi, I'm afraid you're armed only with your fists and feet. Cue lots of comedy digitised punching, kicking and falling over.

The game delivers a splendidly spooky atmosphere, with some stunning backdrops and character animation. We'll sweat blood (*Oh dear.* – Ed) to give this game a full review in the next issue. ■

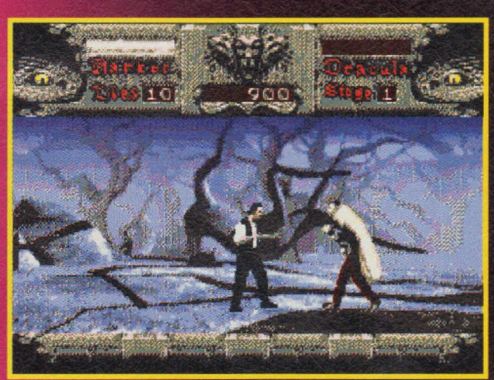
Oh, we're back to the Mega CD version suddenly. Right. Caption needed then... Erm... Um... Hang on... Caption quality – 0/10.

"'tis the Caption Master here, again. I would recommend you get someone in to write your captions."

Goodness me, it's that Dracula fella – and he's changing into a hideous creature. Ooh, how terribly frightening!

A scene of catastrophic, vampirical exorcism. The evil, undead influence is forcibly ejected from an erstwhile innocent young girl.

But it's not all fun and excitement... Here, for instance, is a picture of two bearded men talking. Crazy.



...and look, it's Dracula again... Only this time he's not particularly scary... Looks more like a burglar with a sack on his back.

Meanwhile, over in the game, a horrific zombie-type thingy vomits onto your knees. Now wash your hands.

A geezer wearing a top hat bangs into a door. It's exciting, isn't it? No, we're just being cynical old gits. It's really really good, honest.

ASTERIX THE GAUL

FROM - INFOGRAMES
FOR - SNES
PRICE - £45
AVAILABLE - SEPTEMBER

We thought this was another football game for a while, until we realised it actually said Gaul and not Goal. Actually, we didn't. This is just a joke to get you interested in what we have to say. It didn't come off really, though, did it? Pity because I quite liked the idea.

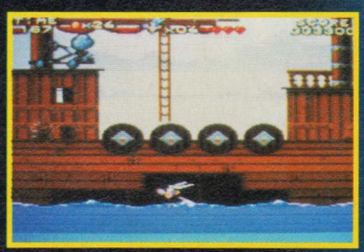
Asterix is one of these *. No, that's an asterisk, in fact. Asterix is a small Frenchman with a crazy beard. His raison d'être is, well, not very clear. To have fun, I suppose. And thus he's a perfect candidate to be put into a game. Preferably a platform game with only the odd French exclamation in it.

Coincidentally, that's exactly what we seem to have here. Infogrames, who are undoubtedly a French company, have got together with whoever it is that owns Asterix, and this game is the result.

The game is set in 50BC. Gaul is occupied by those naughty Romans. Except that one village is still holding out; that of Asterix, Obelix, Dogmatix, Vitalstatistix and the dodgily-named Getafix. Obelix, the huge one who carries that massive stone around, is kidnapped by the Romans.

So off you set to rescue the big guy. You must travel through Gaul, across the Roman Empire and even take a detour to the Pyramids. There are frolicsome tricks, traps and something else beginning with "t" aplenty as you take on the might of the platforms and other stuff you'll encounter. Tyrannosaurus Rex. That begins with "t". And it's old-fashioned as well, so it'll fit, style-wise. Dang. I wish I'd included it in the proper list of "t" things and not in this awkward sort of hanging sentence. Still, on with the preview. There are five worlds, and a large 44 levels, not counting all the secret places. Sounds big, eh readers?

The review will be a couple of months off, but stay tuned for more details and that. ■



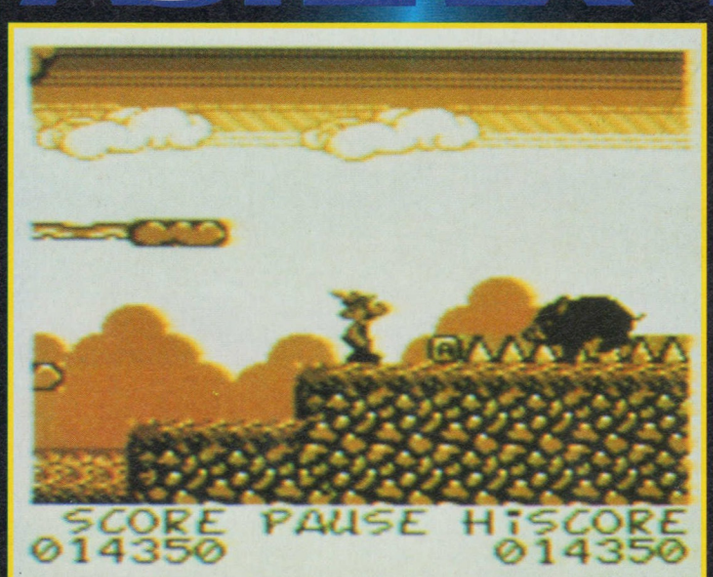
1. Welcome to a page of some more incredibly weird captions; let's start - Toby, his liver inflamed, dons a comfy ice pack and chills out.

2. Alan and Dave, having successfully bought their house, install a gym in the basement and get weird looks from their new neighbours.

3. Here we see the aorta. Note that the heart muscles bear no resemblance to those seen in cartoons. The heart is by no means the most powerful muscle in the body. It's probably one of the leg muscles.

4. (Any complaints about the quality of our occasional 'avant garde' captions should be addressed in writing to Total! 30 Monmouth Street, Bath BA1 2BW). (*Oh yes. Ha ha. Very 5th year.* – Ed).

ASTERIX THE GAUL



FROM - INFOGRAMES
FOR - GAME BOY
PRICE - £25
AVAILABLE - JULY

This is about as similar to the SNES version as any Game Boy game can be. There are only four worlds and 12 levels, but the basic game is just the same. You don't get to fly or swim, though.

There are loads of secret, special things in the Game Boy *Asterix*, and the playability looks, at this stage, to be well up to par. So three big hoorays and a bag of yippees for that, then. And there'll be a review next month, that's damned obvious. ■

Three views of the Ford Mondeo, showing the air bag, which doubles up as a sick bag as well.

TRODDLERS

FROM - STORM/SALES CURVE
FOR - SNES
PRICE - £39.99
AVAILABLE - MID JULY

Troddlers is a 100-level puzzler which, when it first appeared on the Amiga, inspired sister mag Amiga Power to rant, "better than Lemmings!" SNES owners have already been driven to the edge of frustration by the diminutive, green-haired gits – and now it's the turn of the *Troddlers* to inspire fits of joypad decapitation and prolonged sessions of sulking.

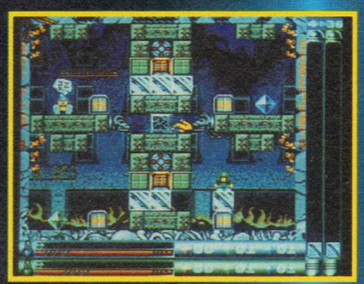
Erm, what the Troddlers actually are isn't quite clear. However, they are – apparently – cute, fragile and extremely obstinate... and you've got to convince them to overcome various traps and puzzles and, eventually, guide them back to their lair.

The real beauty of the game lies in the two-player mode, in which you can either team up with a mate or go for all-out, but strangely strategic war. Mission instructions initiate each level... some areas involve guiding the unharmed Troddlers home, others require you to go into battle against the Troddler-destroying zombies.

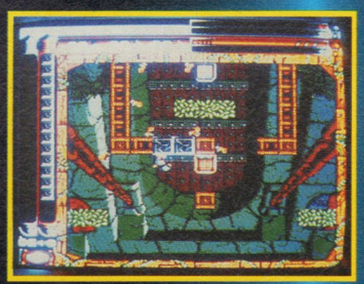
Having recently firmly established their SNES credentials with the fabulous *Super SWIV*, Storm look set to be a formidable force in console and CD gaming. Probably.

The game will be SNES mouse-compatible and is also set for Mega Drive release later in the year. ■

Right. Here we have the *Troddlers* game selection screen. Top left, we see the Solo option which is good if you want to play on your own. Then, there's the Team and Trainer mode – good if you have some friends. Oh, and the Training mode is particularly useful if you're crap.



***Troddlers*. It's cute and it's great.**



A Troddlers level, yesterday. (*Oh no, it's returned. Aaagh!* – Ed).

JAMES POND'S CRAZY SPORTS

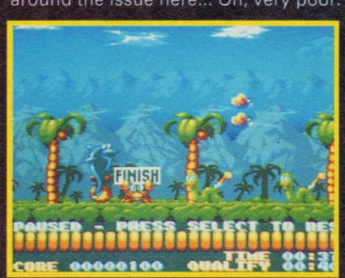
FROM - STORM/SALES CURVE
FOR - SNES PRICE - £39.99
AVAILABLE - AUGUST

Oh God. Oh please no. How do I write this preview? All the fishy puns have been done. Cod knows, it's going to be tough. Oh no, we've done that one! Erm, I'm sorry if I'm skating around the issue here... Oh, very poor. Yes – you'd batter believe it. Oh, for heaven's sake...

Anyway, this is the long-awaited SNES version of the fabulous Mega Drive waggle-em-up, *The Aquatic Games*. Pond and cohorts are "in between games". They decide to take part in a series of tests of physical fitness in order to perch – oops, sorry – perk themselves up into top shape for their next encounter with the fiendish Doctor Maybe.

The game is a straight conversion from the Mega Drive and features all the previously enjoyed features (eight events, bonus rounds, practice mode, three skill levels and a four-player option). Storm also promise "four great new characters"... Hmm. Should be excellent. Expect a review soon. ■

Ho ho. Look, it's James Pond – and he's jumping! Exceptional.

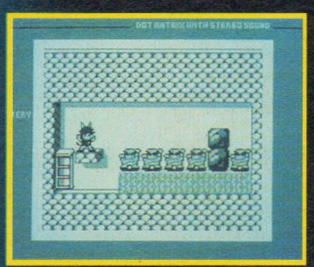


Here's a dolphin on a unicycle. I can't handle this, I really can't...

GAME FORCE WARNING

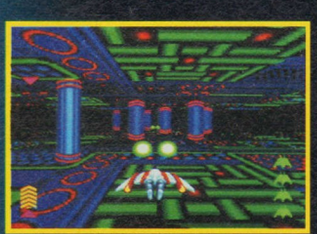
In addition to the above, those lovely people at Storm/Sales Curve also have a bulging sack of incoming goodies for most of the major formats...

First up is Game Boy *Power Paws* – an amusing little ditty in which you, erm, play Catgirl in her quest to rescue Catboy. Apparently, it's a puzzler which features a maze customiser and a unique 'rewind' facility. We'll almost certainly have a review next issue.

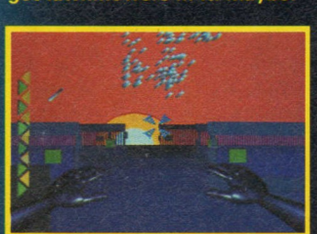


***Power Paws*. Catboy is special friends with Catgirl... and when they get together, you can expect paw-on-paw action and pussy jokes aplenty.**

The other releases won't be around until – gasp – early '94. They include the eagerly anticipated SNES conversion of *Pinball Dreams* (featuring many new tables), and *The Lawnmower Man 2* – a game version of a film sequel which isn't even on general release yet. Phew. The game features a unique Virtual Reality system which, although it will be appearing on Game Boy and SNES, will probably be most effective on the CD formats (Mega CD, CDTV and – hmm – SNES CD). More news when we have it. ■



***Lawnmower Man 2*. Mode 7 freak-out. It's fab... and it's got lawnmowers in it. Maybe.**



***Zombie Simulator 2*. Oh dear. That wasn't very funny was it?**

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3 classic gam

The Great Octopus has threatened to destroy Earth. You must help Parodius and his friends in their quest to find and destroy the villainous, scheming squid so that Earth may enjoy life in peace once more.

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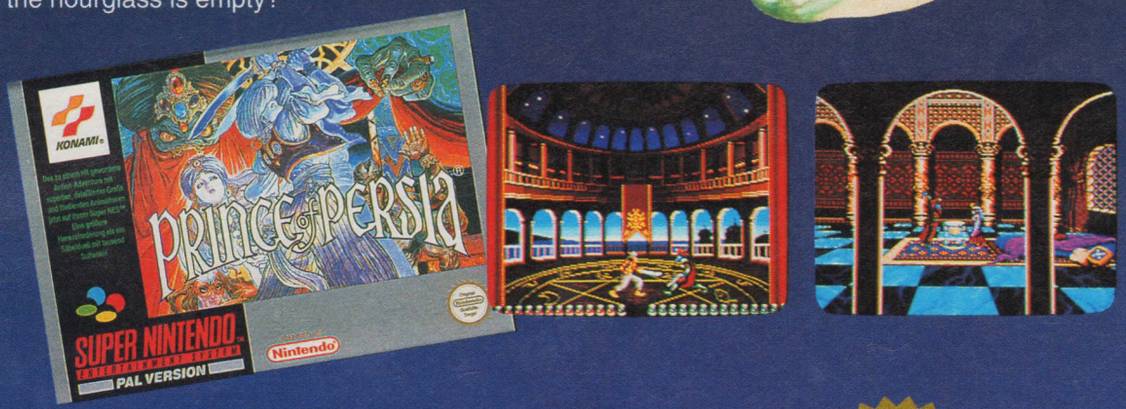

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ORIGINAL GAME LINK GAME PAK

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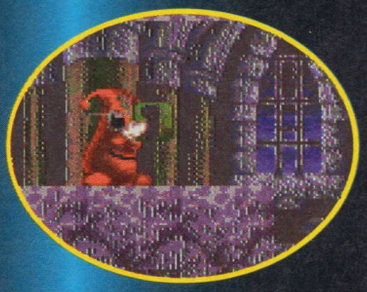
"Ooh dad, dad, look, a funny little orange thing, it smells funny."



"Get away from it son. It could eat all of us in a single bite, run boy."

"What's the hassle dudes, it's not even chow time and besides...

...you'd better shut yer mouths, right, or yer gonna taste lead pie."

PUGGSY

FROM - PSYGNOSIS
FOR - MEGA DRIVE
PRICE - £39.99
AVAILABLE - SUMMER

Okay, let's get on with this preview... and not before time, eh readers?

Puggsy is a little orange space-hopper type extra terrestrial, and he's gone and crashed landed on some alien planet.

Now it would make for a poor game if all he had to do was get back into his ship and fly off again, but the inhabitants of this planet have legged it off with Puggsy's ship. Setting off in hot pursuit, Puggsy has to overcome all manner of obstacles in order to get to his ship and leave the planet.

To complete his mission Puggsy has to traverse 17 trap and puzzle-ridden levels, which range from an Aztec temple to a light house.

All you have to do is help Puggsy to solve the puzzles and avoid all the nasties which cross his path, and you'll be home free.

A SNES version is planned for later on in the year and promises to be a straight conversion. ■

"Ooh, I'm so sorry, I don't know what came over me. I just had a compelling urge to kill. Ho, ho, we all know that cute things don't kill."

WIZ 'n' LIZ

FROM - PSYGNOSIS
FOR - MEGA DRIVE
PRICE - £39.99
AVAILABLE - SUMMER

Okay, here's the deal. There are these two magicians on some far off planet who go by the names of Wiz and Liz.

Wiz and Liz are the best magicians that this planet has ever seen – they are also the only people this planet has ever seen.

The game revolves around Wiz 'n' Liz's pet rabbits. When they first arrived, there were only two. Now though, there are about 2,000 of the little blighters – and you have to rescue them all.

Basically this is a run-around-and-collect-the-rabbits game, in which you run around collecting rabbits. It's that simple. But before you nod off to sleep, ponder this. The two-player head-to-head is a lot faster and smoother than the same option in *Sonic 2*. Believe it or not, when played with a friend, this is a good laugh.

Aside from that there are only a few sub-games. There are no in-game baddies just against-the-clock action; it's just a bunny fest right to the bitter end. A bit like Watership Down, only without the evil General/Colonel (insert the name of him here 'cause we don't know) and Mixamatosis.

As Wiz, or Liz, you can create loads of different spells with a range of different effects, just by mixing fruit together. Clever that.

Set over 56 levels, and with over 100 different combinations of spells, mixed from different fruits, this should keep you playing for a fair while longer than *Sonic 2* anyway. ■

45-50, coming, ready or not. The *Wiz 'n' Liz* captions start poorly.

Right lads, I'll get the first two in, and you can get the next two in. (*I'm telling you, these captions are getting worse all the time.* – Ed).

If you go down to the woods today, you're sure for a nasty surprise. I remember a film that had vampire rabbits in it. It was scary.

MIXAMATOSIS, IS A FATAL BUNNY WABBIT DISEASE, THAT, IS, UM, FATAL TO WABBITS. SORRY - RABBITS.

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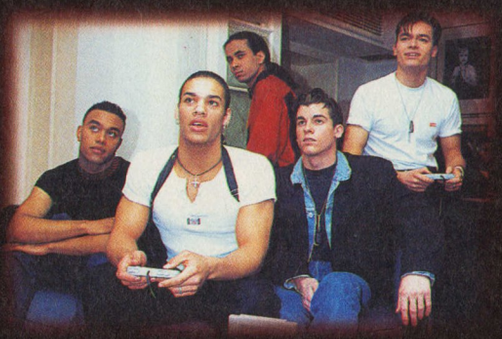
PICTURED FROM LEFT TO RIGHT ARE: PATRICK, DAN, ANITA, AARON, DJ RAY, SCHELIM AND STEVE.

CHALLENGE

2 UNLIMITED WORLDS APART

Just what happens when you pit a chart-stomping band like 2 Unlimited against upcoming heart-throbs Worlds Apart on Jimmy Connors Super Tennis in the heady environment of The Hit Factory? Dave Roberts, GamesMaster's very own Casey Kasem, was there to find out...



Worlds Apart have a quick warm up before the main event. Note steely stares of concentration.

THE CONTESTANTS

Pop lyrics aspire to the level of poetry very rarely. The articulate protests of the young Bob Dylan, the Celtic mysticism of the fat Van Morrison and the surreal stream-of-semi-conscious rantings of the mad-as-a-nail Mark E Smith possibly fit the bill.

But in 1993 a new name has been added to the roster of pop poets; DJ Ray from 2 Unlimited. When he shouted "Techno, techno, techno, techno" in the number one smash No Limits, the human condition suddenly became a lot clearer to all that heard it.

Practice, practice, practice, practice! Anita and DJ Ray prepare to battle their pecmungous adversaries.

It was, possibly, the most profound comment ever committed to record on life, the universe and, more pertinently, techno. And now the Dante of dance is here with 2 Unlimited's gorgeous, pouting, etc, singer Anita. As the introductions end I consider opening with "Interview, interview, interview, interview" to try and make everyone feel at home, but decide against it.

We have met in PWL – The Hit Factory. It is named the Hit Factory after the Motown studios in Detroit which churned out (production line fashion), hit after hit in the 60s and 70s.

In the 80s, Pete Waterman did something similar with a whole host of some of the finest pop stars of recent times – oh, and Sonia. Rick Astley, Bananarama, Jason Donovan, Mel and Kim, all the greats have worked here.

What's more, it was right here that the truly scrumptious Kylie Minogue recorded for the best part of her career. In fact, her bum may well have touched the chair that I sat on. Phwooarghh (*Do get on with it.* – Ed).

Anyway, all that goes to show that PWL has one helluva pop pedigree – but 2 Unlimited more than live up to it. They have only released five singles, but all have gone top five.

"If our next 'only' gets to number eight or something then I suppose we'll be complete failures," jokes Anita and I laugh like an idiot for about three hours because she really is jolly sexy.

The high standards that 2 Unlimited have set themselves began with their first ever single Get Ready For This – not only was this a number two hit, it has also since found eternal fame as the bit of music which is played in the background when Steve Rider runs down what's coming up in each edition of Grandstand.

That, you might be forgiven for thinking, would be fame enough for most people, but with the release of No Limits, 2 Unlimited took it to a new level.

The song was number one for about 18 months, had a chorus as catchy as a cold and, of course, had that excellent shouty bit about techno.

DJ Ray was as surprised as anyone at the enormity of its success: "I thought it was OK, but nothing special. It was more of a time-filler while we were working on the next single than anything."

Both DJ Ray and Anita say they like gaming, although Anita doesn't exactly prove herself to be an addict as she reveals that she's just swapped her Game Boy – "I got a CD player for the car, so I think it was a great deal."

WORLDS APART

They're as manufactured as Rayon but quite substantially better looking. They are Worlds Apart and this is the first piece ever to manage to get past the first two lines without using the phrase "the new Take That".

The band were very deliberately brought together by their manager after he auditioned more than 10,000 wannabees in an attempt to find five young guys that between them would appeal to just about every pre-pubescent girlie in the country.

His dream team turned out to be composed of Aaron, Schelim, Dan, Patrick and Steve. They each come from different ethnic backgrounds – hence the name Worlds Apart.

Their first single, a cover version of Heaven Must Be Missing An Angel has already charted and they're only just getting used to having screaming fans throwing themselves at them wherever they go.

Despite the adulation, however, they insist that there's a lot of hard work in this pop star malarky. "We thought it would be all limousines and long holidays, but instead, we're up and down the country in a transit van working from six in the morning to about midnight," moans Dan. If the Worlds Apart masterplan is on schedule, by the time you're reading this, their second single should be in the upper reaches of the charts.

An album from the lads is due for release before Christmas.

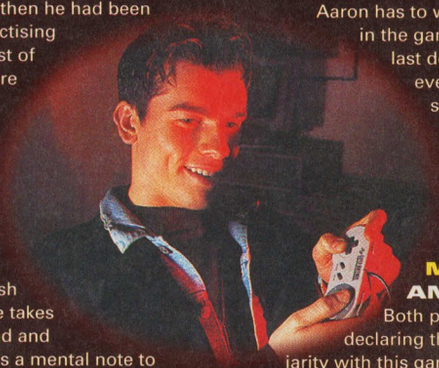
THE CHALLENGE

The challenge is played out on *Jimmy Connors Tennis* on a Super NES.

The matches are simply the best of three contests. The first semi-final is between Aaron and Steve from Worlds Apart because they claim to be top gamers. The second semi is between Anita and DJ Ray from 2 Unlimited because, well, they're the only two in the band.

MATCH ONE
AARON VS STEVE

Steve starts magnificently with a couple of aces, but then he had been sneakily practising while the rest of the guys were being all polite and chatting away with 2 Unlimited.



And in the first game, nice guys do finish last as Steve takes a one-nil lead and Aaron makes a mental note to be more ruthless in future.

In the second game Aaron is getting it together but is still having trouble timing his groundstrokes. Still, electing not to follow-up his serves, there are some fine rallies from baseline to baseline and Aaron actually leads 30-Love at one stage in the game.

Dan's innovatively angled pad-handling was very dramatic, but ultimately fruitless.

Then Steve gets a bit confident and starts to charge in after his returns. The bold move pays off and two sharp volleys level the game at 30-30.

There's a definite feeling that the next point could decide the outcome of the match and so both players remain at the back of the court swapping forehands.

After a good dozen or so strokes, it looks like Steve has been the first to make a mistake.

The ball loops off his racket and seems to be heading out. Aaron relaxes. The ball lands and is given in. It's a highly dubious decision, but Aaron's threat to hold his breath until it is reversed cuts no ice and so it's 40-40 to Steve.

Aaron has to win the next point to stay in the game, but is so upset at the last decision that he doesn't even seem interested in staying in the room. He serves and then more or less stands still while Steve cracks away a winning return. We have our first finalist.

MATCH TWO
ANITA VS DJ RAY

Both players begin by declaring their absolute unfamiliarity with this game thereby having ready-made excuses should they play like a pair of prannies.

"Now if it was *Super Mario World*, you may as well just give me the trophy," Anita insists. I laugh like an idiot for another day or two.

Joypad, joypad, joypad, joypad. *(Yes, that's enough four-word-repetition antics thanks.* – Ed).

Once he's managed to master the art of serving, DJ Ray starts off pretty strongly and goes 30-Love up as Anita grumbles about the controls on her joypad being faulty. Hmmm.

DJ Ray goes 40-Love up, while Anita claims a moral victory because she managed a volley. Moral or not, her victory fails to materialise on the scoreboard.

In the next point, however, her controller is suddenly functioning perfectly as she begins to get to grips with the game and wins her first point. Unfortunately, she loses the next to a very close call, then launches into a very bad John McEnroe impression. "That really is an excellent John McEnroe impression," I tell her, after laughing for a couple of weeks.

Now it's Anita's turn to serve and, after giving a series of reasons why she won't be able to do this, she smashed down an ace.

This is followed by a great deal of protestation about it being beginner's luck, a fluke etc, which is followed by another thundering ace.

DJ Ray manages to return the third serve and rushes into the net to try and intimidate Anita. She's cool as a cucumber though as she produces a perfect top spin lob. Oh, as Dan Maskell would have said, I say.

Anita secures the game with an incredible third ace to tie the match at 1-1. During the changeover DJ Ray explains that he's losing deliberately so as to avoid humiliation by Steve in the final.

In the deciding third game he plays as if desperate to prove his claim. He looks like an English player at Wimbledon as Anita dominates from the baseline and clinches the game to Love with another brilliant lob from the baseline.

What a woman..

MATCH THREE
THE FINAL
ANITA VS STEVE

Steve goes into the final as a favourite after cruising to victory, but Anita seemed to be getting stronger with every point in her semi-final. The first game is very cat and mouse as Anita goes Eeek Eeek and Steve enjoys a saucer of milk – funny folk these pop stars.

Anyway, animal hilarity over and it's on with the tennis.

Steve serves first and serves bloody hard, taking the first point. Anita realises she's got a tough challenge here and starts rallying.

Steve proves too strong though as he consistently gets in his first serve and follows it up with vicious volleying. He takes the first game.

Anita serves and luckily finds the button combination to give her extra power. Steve looks genuinely surprised as he quickly finds himself 30-Love down.

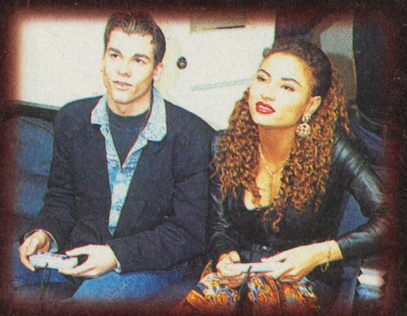
He girds his loins (not a pretty sight) and fights back with some strong forehands. Anita tries to outrally him, but he's not going to make any mistakes and eventually Anita slices out.

It's a similar story for the next point as Steve ties it up at 30-30. Then, disaster, the pressure gets to Anita and she serves her first double fault.

Steve now has championship point. Anita gets her first serve in but she sacrifices speed for accuracy and Steve smashes away a winner.

Had the result been different, I was considering offering myself as first prize, but as it is, everybody ignores Steve on his Ner-ner-ni-ner-ner lap of honour.

The Final. Steve Aces Anita...



...and goes on to take game one...

...but then goes 30-Love down...

...before playing a storming game...

...and eventually taking the match, much to my disappointment. Curses.

2 unlimited

PWL CONTINENTAL

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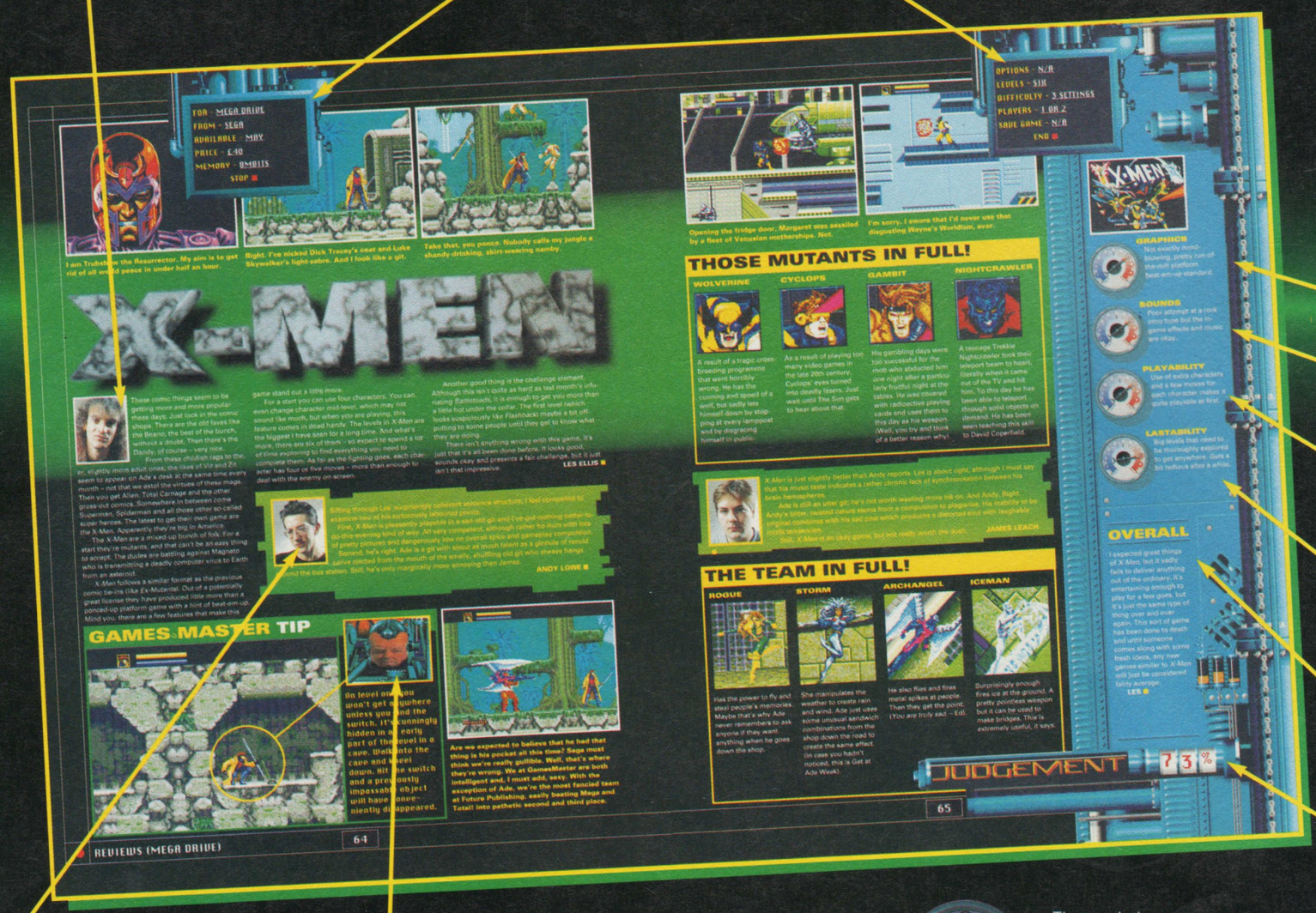
REVIEWS

Take pause, fellow boss-conquerors, from your ferocious ingestion of this edition's wares. Pause, and allow us to introduce you to the GamesMaster reviewing system; a system which, if treated with the respect it deserves, will yield more FPS (that's Facts Per Second, acronym fans) than any other reviews process on the planet. And while we're at it, allow us to introduce to you this month's reviewers.

Hello! Welcome to this review. I am your guide and I'll be giving you my opinions about the game. The views expressed in the little scores bit and the captions for the pictures (which are also down to me) are mine. So if you don't agree with the scores or think the captions aren't very funny, I'm the one to blame.

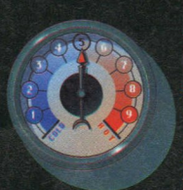
Every major review has two monitors containing handy at-a-glance information about the game's tech specs, price, publisher and so on.



If anyone's got a particularly strong opinion on a game, and they're not actually reviewing it themself, they're given the opportunity to let you know what they think in this jaggy box thing. Sometimes they'll furiously agree with the main reviewer and other times they won't. Here, of course, it's best to go with the reviewer whose tastes are closest to your own.

GREETINGS!

Each major review will be complemented by a special little box all of my own where I shall impart useful tips-related information. As well as offering useful beginner's advice for new owners of the game, my area will help to give an even better idea of the problems faced, helping you decide whether it's the sort of game you would enjoy.



The revolutionary (they're round, you see) GamesMaster dials give an instant reading of how good each little element of the game, er, is. The higher the number, the better the element. Sorry, that was a bit obvious.

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REVIEWERS

Here, ladies and – ahem – gentlemen are your escorts for this month. Each has been especially selected for his particular entertaining abilities. They're determined to cater for your every need. They're all experts in many styles of reviewing and each one guarantees complete satisfaction, or your money back! So take your pick and let the fun begin! (*Er...* – Ed).

Name: **NEIL WEST**

Proper Job: **Editor, Mega**
Distinguishing Features: **Green jacket, cravat.**

Name: **ANDY NUTTALL**

Proper Job: **Staff Writer, Amiga Format**
Distinguishing Features: **Amusingly large glasses, girlfriend who never smiles.**

Name: **JAMES BEAVEN**

Proper Job: **Staff Writer, Total!**
Distinguishing Features: **Black motorcycle jacket, no motorcycle.**

Name: **ED RICKETTS**

Proper Job: **Staff Writer, PC Format**
Distinguishing Features: **Short arms, long pockets.**

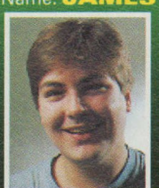
Name: **PAUL MELLERICK**

Proper Job: **Staff Writer, Mega**
Distinguishing Features: **GamesMaster's grabbing cable permanently in his hand.**

Name: **JIM DOUGLAS**

Proper Job: **Editor, GamesMaster**
Distinguishing Features: **Black motorcycle, no motorcycle jacket.**

Name: **JAMES LEACH**



Proper Job: **Reviews Editor, GamesMaster**
Distinguishing Features: **Limitless knowledge of military aircraft.**

Name: **ANDY LOWE**

Proper Job: **Staff Writer, GamesMaster**
Distinguishing Features: **Expert in E-mail subversion techniques.**

Name: **LES ELLIS**

Proper Job: **Staff Writer, GamesMaster**
Distinguishing Features: **Has no reflection, can turn into a bat.**

Name: **ADRIAN PRICE**

Proper Job: **Games Player, GamesMaster**
Distinguishing Features: **Er, none really.**

■ Looks, they say, aren't important. *Shut up!* They're exceedingly important. And this is where we score them.

■ Do the noises coming from your system make you really feel as if you're sitting inside a formula one racing car? And if so, should you really be playing a soccer sim?

■ Is your character slick, responsive and fun to, er, handle? Or does he topple off ledges, shoot when he isn't supposed to or simply die for no apparent reason? And what about the dreaded "F" word – frustration?

■ Perhaps more critical than any other single factor. How long, once you've been wowed by the flashy graphics and the nice sound, will you continue to play the game?

■ A final sort of summing-up style paragraph where the reviewer gives his most honest, bare and raw opinions about the game.

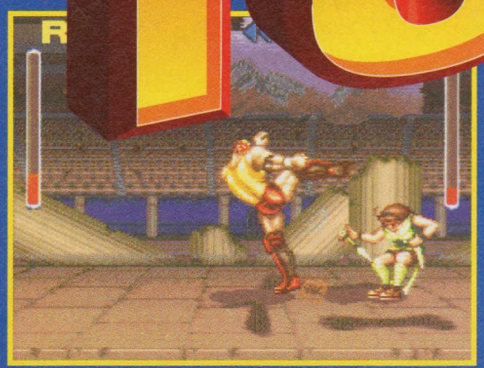
■ And this is what it all boils down to. A straight percentage score. And just so that we all know what's what, take a look at this breakdown.

Above 90%	Essential
81%-90%	Great
71%-80%	Impressive
61%-70%	Good
51%-61%	Fair
41%-50%	Poor
31%-40%	Bad
Below 30%	Terrible

FOR - SNES
FROM - JALECO
AVAILABLE - JULY
PRICE - £44.99
MEMORY - 8MBITS
STOP

The tower of power. You must work your way up here, mashing up people as you go.

TUFF E



More humourous girl-kicking antics as Vortz sticks a hoof on Kotono, who, understandably, screams in agony and doubles up. Ha.

Syoh and Beans get some grappling done. Close combat isn't as satisfying as the ranged blasting. Isn't that always the way, eh readers?

Honestly, you can't move for one-on-one SNES beat-em-ups, and this is yet further proof that Capcom's masterpiece has succeeded in defining a whole new genre and game-feel. Those two energy bars, the special moves, the silly names, the double K.O.s, travelling to each character's individual zone, the most hard female fighter... the list is, well, if not endless, pretty lengthy.

Tuff E Nuff is fun and distracting for a while, but it suffers from one or two distinctly smelly ailments. Firstly, what is the story with the L and R buttons, eh? Couldn't they have been made use of? Secondly, although there are a few attractive touches (the bloodied faces, the amusingly translatable end-of-fight comments) it's scaled down, one-dimensional and wimpish. I found little evidence of combo potential and the overall gameplay runs to stand still in its all-too-obvious battle to stand up to *SF2*. **ANDY LOWE**

The name sounds rather like a brand of child's footwear, doesn't it? Except, it isn't. It's one of many fighting games which has come off the back of *Streetfighter 2*.

There's the usual simple level of plot, which sees you as an aggrieved sort of person who has decided to climb a large tower near your home, beating up all the people in it as you go.

There are just four characters you can play. Three are blokes and one's a girl, but they're all reasonably balanced in terms of their fighting abilities. As you'd expect, they've got the standard blocking and attacking moves, as well as a selection of specials, such as fireballs, flash-kicks and other whizzy, painful-for-the-enemy stuff.

Bizarrely, the joypad's top buttons (L and R) aren't used at all in the game. This is a pity because there would certainly be enough scope for them. So with the four remaining buttons, you've got two punches and two kicks. This takes a bit of getting used to if you're an *SF2* fan because the urge to do something fierce with the top two buttons is very strong indeed, especially if you're trying to fight your way out of a tricky situation (i.e. your face is getting punched in whilst you're trapped in a corner).

The fighting moves aren't quite as slick as, er, you might be used to (mentioning no names) but it's certainly playable. The blocking moves don't seem to be particularly effective and in order to get some real variety into the game you'll have to make extensive use of the specials for each character.

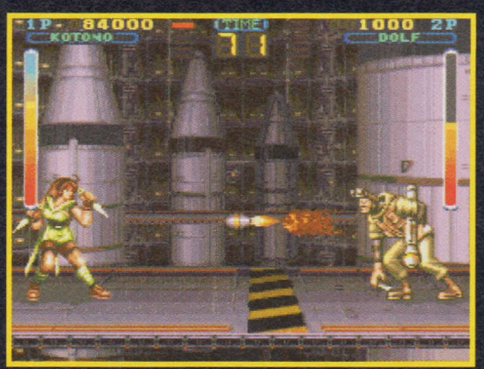
You might also think that the characters are a little bit small and they don't quite have the right weight and inertia. But they're acceptable, and not far off being, er, as good as other games you can buy (well, one in particular).

Right. What's wrong with it, then? Firstly, there aren't enough characters you can play. Four is just a bit measly. There are eleven in the entire game, which is okay, but you should be able to have a go with, say, at least six of them.

Also not being able to use those blasted L and R buttons is a serious downer. Would it have been too difficult to use all the buttons and make the game 33 per cent deeper?

But give it its due; not a bad effort and some stuff, like the backgrounds are excellent, as the dust whooses by and the missiles come up out of their silos. Oh, and the sounds are pretty neat too (although they are used rather slightly sparingly). Squishes, cracks and thumps, with the odd scream and bit of triumphant speech. Kotono's victory phrase sounds particularly rude to us dirty-minded GamesMaster folk.

In two-player mode it's, as always with beat-em-ups, at its best. You can get some neat combos together and it's a lot of fun. If the game used those damned top buttons it would have made a great difference, though. **JAMES LEACH**



Dolf is the military man. He fires bazookas and stabs knives at you willy-nilly. Luckily, you have time to jump his rocket attacks and close the distance before smacking his gittish face in.

K's is a tad like Edward Scissorhands. He's got big steel arms, you see. And long legs encased in sad jeans. And he's German. And he's the second hardest character in the game.

OUR IMPORT CART WAS CALLED DEAD DANCE, THE JAPANESE NAME. THE OFFICIAL NAME WILL BE TUFF E NUFF, SO REMEMBER - IT'S THE SAME GAME.

TUFF

OPTIONS - 4 PLAYERS
LEVELS - 10
DIFFICULTY - 3 SETTINGS
PLAYERS - 1 OR 2
SAVE GAME - NO
END ■

What's all this? Some bizarre special move, presumably. Incidentally, this screen shot was bloody difficult to get, so be appreciative.

Tuff E Nuff? Well, no. Looks nice, sounds okay, plays pretty well. But there aren't enough characters to control, the moves available are limited and the only new feature on offer is the action replay. I personally think there's more interest in the single-player game, since at least you get to battle interesting opponents, instead of the rather formulaic set of four available in two-player mode. The story mode, in which the characters trade jibes before getting down to business looks entirely futile. Even though our version was in Japanese, you just know what they're saying; "I shall avenge the death of my friend!" "No you won't," "Yes I will," and so on. Not recommended. **JIM DOUGLAS** ■

GREETINGS!
Tuff E Nuff can be beaten on Easy level by utilising the following tactic. Simply walk towards any of the CPU-controlled baddies and repeatedly press the B button. You'll either punch them or throw them: either hurts, but throwing them will result in massive damage and you should soon win.

GAMES MASTER TIP

ALL RIGHT - HERE ARE THE PEOPLE YOU CAN PLAY. AND BOO! THERE ARE ONLY FOUR OF THE BLIGHTERS.

SYOH
He's like Ryu, isn't he? Well, a little bit, anyway. Git.

ZAZI
A bald git. He's...(*Stop the git thing.* – Ed).

KOTONO
She's lovely, Kotono. Look at that gorgeous hair.

VORTZ
What a complete and utter... git! (*Oi, I warned you* – Ed).

HERE ARE THE SIX BADDIES, THEN...

BEANS
Joking apart, this guy really is a git of the highest magnitude. Look at his eyes.

DOLF
And who would wear a hat like that? Of course, a total and utter pranny would.

REI
A lovely little chap, he's not really violent and got in this game by accident.

K'S
What a stupid name! He's obviously a complete jessop, eh?

GAJET
Ha! That poncy mask thing makes him look like a real herb!

SIROU
Purple-faced nerd, more like. He's tough, but he's a prat too.

THE FINAL BOSS

JADO
Now we've got a bit of space, at last. I can write a load about Jado, who's the biggest, worstest boss around. He lives on the top of the tower, where the lightning flashes and the winds howl.

He's a git, to be sure, but you have to be very careful. Everything he does is a special move. The only way to counter him is to go in close, as quickly as you can, and use floor sweeps and try for the odd throw. And that's about that. Oh poo. We've still got loads of space. Er, um, Jado is, er, rock hard and er, I'm supposed to fill this space up constructively whilst everybody plays *Streetfighter 2* next door. Utter gits.

GRAPHICS
Small characters, jerky animation and lovely backgrounds. And, rather brilliantly, the characters get covered in blood as they fight!

SOUNDS
Good. The odd phrase slips through their lips too. Slightly sparse, but they said that about Mozart's overture to Cosi fan Tutte.

PLAYABILITY
Lots of moves and combos to master.But the lack of functions for the top two buttons will really annoy you.

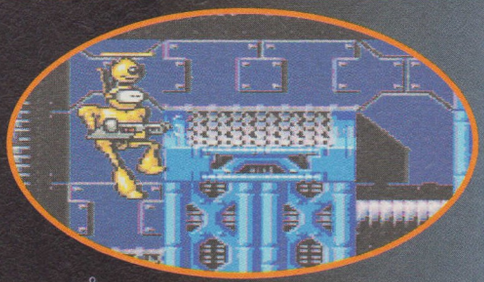
LASTABILITY
Not enough variety. Those bloody top buttons again! And the combat isn't as finely balanced as *Stree...* er, other games.

OVERALL

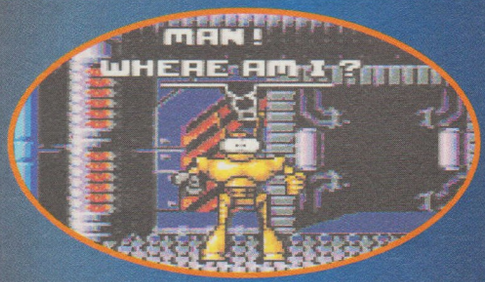
You'll find *Tuff E Nuff* to be a decent game with some nice touches and lots of snazzy moves. It's polished, but the feel isn't quite as good as it should be for you to play it forever. Only having four playable characters is a real bummer, though, and a problem you'll find hard to overcome. Get those cheat codes out!
JAMES ■

JUDGEMENT 79%

FOR - SNES
FROM - ELECTRONIC ARTS
AVAILABLE - JULY
PRICE - £45 APPROX
MEMORY - 8MBITS
STOP ■

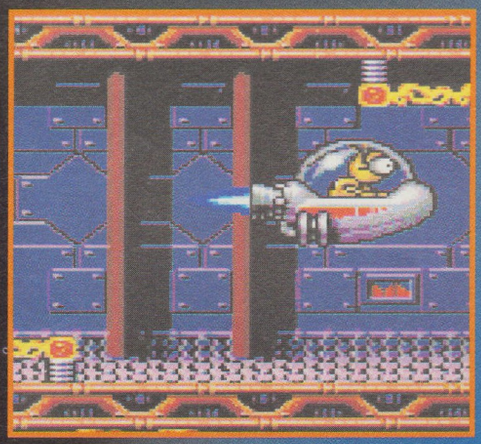


B.O.B. takes to the skies with the aid of a comedy helicopter hat. Laugh? We nearly did.



In an immediately specific physical sense? Or on a more spiritual level? More specific please!

B.O.B.



Cue: inevitable 'bubble car-propelled alien meets solid steel wall' incident. Arf! Hilarious...

B.O.B. is a robot alien dude. He's also in a fix. He borrowed his dad's car, you see, to go on a blind date. Everything was going swimmingly, until he goes and crashes it into a passing asteroid (probably had his mind on the evening ahead). One nose-dive and an emergency park later leaves B.O.B. stranded on the hostile planet of Goth in search of a new set of wheels, and the SNES-owning gamesplayer at the start of a multi-level platform shoot-em-up...

We interrupt this review for a quick two-paragraph rant. Normal service will resume as soon as possible.

We are living in a videogaming revolution. CD technology is (if you count the Sega's Mega CD) already here, home-console hardware is improving by the day, programmers are squeezing more and more out of Sega's and Nintendo's custom chips and soon, we are told, virtual reality will be in the home.

So why is it then that the same game formula is re-hashed over and over with little or no improvement other than in the "we've got a custom graphics chip and we're gonna use it" visuals department? While on the hardware side, consoles are becoming more and more sophisticated, the majority of software (that's "the games" to you and me) are doing a Grand National. (*I think he's trying to say that they're not going anywhere.* – Ed).

It's a shame, that's what it is.

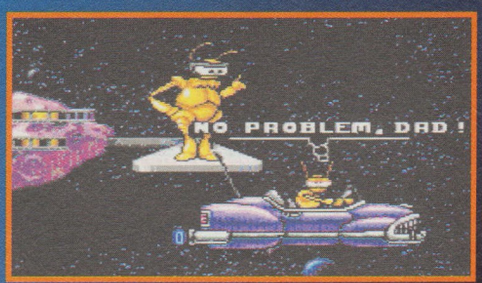
Err, that's it. I've finished now.

Thank you for your patience. Let's just hope our reviewer can justify his little outburst in what remains of this review...

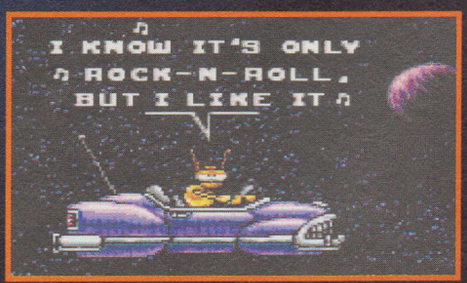
B.O.B. is exactly the sort of game I'm going on about. There's nothing wrong with it, in fact as a standard platform wander-about-em-up it's not bad at all, but there's just nothing new either. All you have to do is wander aimlessly around a series of Alien style spacebases until you find an exit, picking up power-

ANOTHER FINE MESS YOU'VE GOT ME INTO

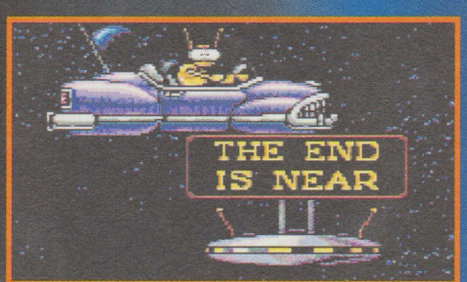
B.O.B. has a hot date with Maureen The Mammary Monster from the planet Juggus.



B.O.B.'s dad has never entirely approved of Maureen, and fears for his car's suspension.

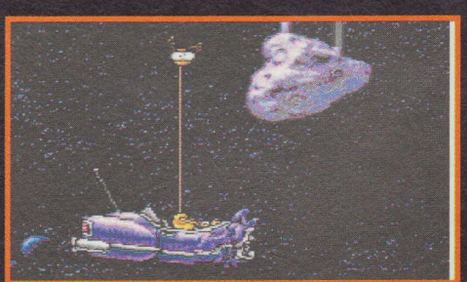


Psyching himself up for the night ahead, B.O.B. slaps in the soundtrack to Twin Peaks.



B.O.B. attempts a Benny Hill style glance at camera as a McCheeseburger floats past...

...and crashes straight into an asteroid. That's the hot date scuppered then. Time just for a...



...comedy 'head staying still while body falls' routine, before experiencing considerable pain.

GAMES MASTER TIP

GREETINGS!
Here are some passwords to get you further into the game. Try out the following codes for size... 171058, 950745 and 472147.

OPTIONS - NONE
LEVELS - 45
DIFFICULTY - MEDIUM
PLAYERS - 1
SAVE GAME - YES
END ■

So, what does B.O.B. actually stand for, then? Could it be... Erm... I'm sorry, I can't think of anything suitably amusing and unlikely. Send in your own suggestions and, if they make Les smile, he'll probably send you one of his hair extensions or something.

Anyway, this is a pleasant distraction which never, ever threatens to stray into Hugelycompellingville or Strikinglyoriginal City. I completely agree with Neil (about the technology advances bit). From a company with EA's credentials, *B.O.B.* is a surprisingly retro and awfully average release. He actually reminds me of Ziggy – an ancient Spectrum game character – and that can't be a good thing. It's comical and fun for a while – but think very hard before spending any money on it.

ANDY LOWE ■

ups and blasting enemies on the way. And that's it.

Of course, Electronic Arts have done a good job of polishing *B.O.B.* until it shines. The wandering about element is tarted up with a suitable number of tricky jumps, ladders, dead-ends and route choices to keep you on your toes; the power-up collection presents you with a whole Argos catalogue of death-dealing instruments to experiment with and the enemy-blasting bit is well-structured with some neat alien-death animation in reward for sharp shooting.

The graphics look great and are well-oiled with no slow-down, B.O.B. himself has a whole Harry Enfield series worth of comic expressions and funny walks coded into his animation and, graphically, everything chugs along very nicely.

But it's been done so many times before, there's nothing to make *B.O.B.* stand out from the crowd. The comic touches don't raise a smile after the first ten minutes and with the jingly-jangly soundtrack (which could set a rhinoceros's nerves on edge at 40 paces and which you can't turn off), you find your darker side entertaining the thought that maybe B.O.B. deserves everything that's coming to him.

The game is fairly easy to play (you'll find yourself rattling through a good number of stages on your first few plays) but with 45 levels in all, there's a sizeable challenge to be explored. If only they weren't all so samey – the only break from the walk-jump-climb routine comes in the form of an intergalactic bubble car in which B.O.B. gets to zoom around occasionally.

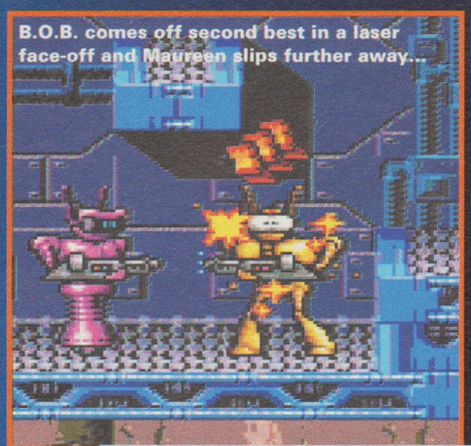
It's not fair to make *B.O.B.* pay for being just another bog-standard platform game, but if you're looking for something new and adventurous gameplay-wise, this ain't it. So I'm going to give *B.O.B.* a nice, pleasant, good-to-middling score, while at the same time suggesting that you should save your money for *Alien 3*, which is coincidentally also reviewed this issue.

NEIL WEST ■

Right then, so... *B.O.B.*. Some stupid orange bloke with funny legs who looks like one of the comedy characters you can build in *Cyborg Justice* if you're not really trying. What is that all about? Personally, I wasn't the slightest bit impressed with *B.O.B.* the game or even B.O.B. the character. This just doesn't feel like an Electronic Arts game. It left me entirely cold, and my head is beginning to ache from trying to think of anything else to say, so I'll stop...

JIM DOUGLAS ■

A trampoline is released from B.O.B.'s chest. B.O.B. stands on top and is catapulted upwards.



B.O.B. comes off second best in a laser face-off and Maureen slips further away...

GRAPHICS

Nice animation, slick scrolling and no traces of slow-down – nothing to really write home about though.

SOUNDS

Aaargh! You can't turn the soundtrack off! FX are generally OK, but again – nothing outstanding.

PLAYABILITY

As a classic example of the platform game genre, you won't find many more playable than this.

LASTABILITY

It's fairly easy going (to start off with at least), but there are 45 big levels to get through. Passwords may speed things up.

OVERALL

B.O.B. is a slick, well-polished example of a game that's been around as long as consoles themselves. If you're after some gameplay surprises then stay well clear, but if platformers are what light up your particular Christmas tree then this one's really not too bad at all.

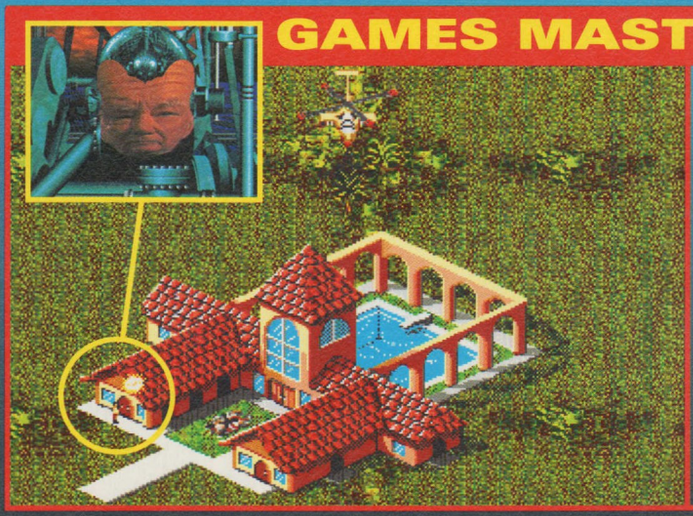
NEIL ■

JUDGEMENT 75%

JUNGLE STRIKE

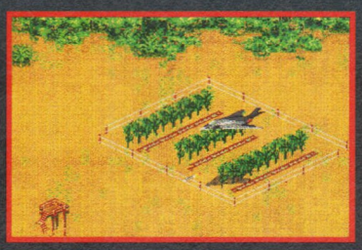
This is the touching story of a tank, a bridge and a Stealth Fighter. You know the sort of thing; tank meets bridge, they get together, Stealth comes along and bridge falls for it. Tank gets jealous and takes pot-shot at Stealth. Stealth, impressed with tank, transfers affections and destroys bridge. Tank and Stealth live happily ever after. But haunted by memories...

GAMES MASTER TIP



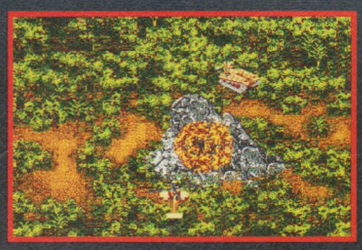
GREETINGS!
Similar to Desert Strike, you can hide behind difficult-to-destroy installations whilst the defenders shoot it in their attempts to destroy you. Thus you can save valuable ammunition during each mission. Incidentally, the defenders appear to have unlimited ammunition, so don't expect any of their weapons to run out, like yours do.

Top helicopter-on-helicopter action. Here an Apache attacks your Comanche. Fool. Toast. Etc.



Bizarrely, these are some drug fields. Although we're not allowed to mention these, probably.

The great battle for the half-buried snow-hut continues. Its strategic importance so obviously vital etc.



It looks like a mess in the jungle, but this is actually a cruise missile silo. Or a pile of rocks, possibly.

Everybody who has a Mega Drive must have heard of, if not bought, *Desert Strike*. It's a really great game, you see. And Electronic Arts, sensing some more moisture to be wrung from the old attack helicopter dishcloth, have come up with this version.

The game mechanics are exactly the same as the original. You see your AH-64 (or whatever) from an oblique sort of above-and-to-the-side view, and you take off and fly at a fixed altitude to the ground targets you've been assigned. You then smack them in with your three sorts of offensive weaponry. You also get to rescue folk and pick up extra armour and supplies as you fly around the map.

If you own *Desert Strike*, you'll probably have finished it several times by now. So you'll be looking for a new helicopter-related challenge. And *Jungle Strike* has a smoother feel, slicker graphics and tougher and more involved missions. So it's better all round. It's absolutely great.

The missions. These cover a wide geographical and climatic range. There are polar missions, temperate ones, night-time sorties and of course, the odd jungle foray.

The enemy equipment is a bit souped up in this game too. Patriot launchers, M1 tanks, trucks, armoured cars, Cruise missiles and tons more.

Jungle Strike is like *Desert Strike*, but much better. It's got vastly different missions, loads of totally-un-alike scenarios and smoothness and speed.

You get to drive a hovercraft and fly the Stealth fighter as well. This is the pièce de résistance, because it never runs out of fuel or ammo.

Jungle Strike is completely brilliant. If I don't give it 92%, you can tear off my shirt and flay my naked back open with a scourge.

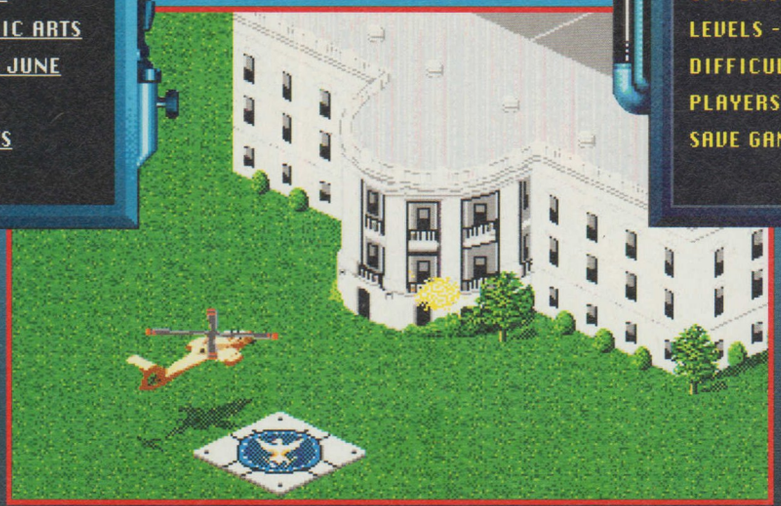
JAMES LEACH ■

The drug-baron's villa. A spacious, modern bungalow with GCH, 3 recep. rms, 5 bdrms, 2 bath and no driveway.

Ah. The Hendersons' house. Let's punish them for that uncomfortabe silence the last time they came round for dinner.

FOR - MEGA DRIVE
FROM - ELECTRONIC ARTS
AVAILABLE - LATE JUNE
PRICE - £39.99
MEMORY - 8MBITS
STOP ■

OPTIONS - NONE
LEVELS - 8
DIFFICULTY - 1 SETTING
PLAYERS - 1
SAVE GAME - PASSCODES
END ■



The White House, yesterday. An imposing residence with commanding views of the Senate and Capitol Hill, it's where Bill Clinton lives, apparently.

Is this the sequel to beat all sequels or what? *Desert Strike* had to be one of my favourite games, and now the sequel's out, well, it's seventh heaven for me. All the best bits from *DS* have been retained and more have been added. For instance, the Stealth Fighter, well it's got unlimited ammo and fuel and you can fly along all day and destroy everything. Yep, destruction is for me. It's not really in my blood or anything, but this game just says to me "Come on Ade, let's go and destroy everything." Hey, how can I resist an offer like that. The best just got better. Has that been used before? (*Yes Ade* – Ed).

ADRIAN PRICE ■

All pilots must attend an ant-observing course.

Here's a pic of a plane. Why? Shut your face.

James is, in every sense, completely and utterly correct about *Jungle Strike*. To be brutally frank, I'm absolutely astonished at every one of his piercingly accurate observations and opinions. I think you'll find that this review is easily the finest he's ever written.

In virtually every aspect, the game is a thoughtfully enhanced, highly deluxe version of the original – which was great. It does, therefore, follow that this is a wonderful, wonderful game that will keep you perched in front of your Mega Drive having loads of fun for a very long time indeed, just generally great in every way.

ANDY LOWE ■

GRAPHICS

They've taken *Desert Strike* and added loads and loads to it. It's about as good as you'll get without crowding out the screen.

SOUNDS

Yep. These'll do just fine. The electric winch sound is my favourite, to be honest. But the rocket sounds are magic too.

PLAYABILITY

More playable than *Desert Strike*. 'Nuff said. (*Go on, say some more.*– Ed). Alright. It's very playable, if slightly tough...

LASTABILITY

...it's slightly tough, you see, because people were finishing *Desert Strike* a tad too soon. So it's really going to last, this 'un.

OVERALL

Andy's second opinion has just come in and I must thank him for his very kind comments. Anyway, *Jungle Strike* is a marvellous game. It's got everything you could want in it, and it'll last a fair while as well. Totally and utterly great. I'll give it 92%; see if I don't.

JAMES ■

STEALTHILY DOES IT

You don't just fly your state-of-the-art chopper around the skies. Oh no. On level six (roughly) you come across a F117 Stealth Fighter hidden in (predictably enough) a jungle. Hop out of your copter and leap in. It's great. It's got unlimited fuel and unlimited ammo. The only problem is that you can still crash into things and, travelling as it does at a high speed, you've got to be very careful where you point it.

Blowing things up isn't as easy as you'd think, because you can't hover or slow down. You must angle your flight path and stuff. It's all very complicated. Anyway, that's enough about the Stealth Fighter.

Great! I've found the Stealth plane! Gimme a go in it! I want to fly it. It's brill. It's got unlimited ammo and fuel and that! Ace!

What a swizz! This Stealth plane isn't all it's cracked up to be. You just fly around in it and bomb stuff. I've been somewhat misled.

JUDGEMENT 92%

WHICH IS WHY IT IS USED MAINLY FOR BOMBING MISSIONS NOW. HMM. TYPICAL YANK PLANNING, I SUPPOSE.

WHEN THE F-15 WAS BEING BUILT THE SLOGAN WAS "NOT A POUND FOR AIR TO GROUND" MEANING IT WAS ONLY EVER SUPPOSED TO BE A FIGHTER.

Here's our highly strategic plan as used by all the top brains. Fly there and then drop loads of bombs on the targets that the crosshairs appear over. Complex stuff, eh?

It may look like your local rubbish tip but this is in fact a top secret military installation. Only it's not that secret 'cos we know it's there, and after a few bombs it'll be a crater.

Why is it the only qualification you need to become a pilot is to be able to wear shades and look cool in a flying suit? Didn't stop Tom Cruise from looking a prat in Top Gun though.

"Got 'im in my sights, this bogie is a sitting duck. Damn, out of missiles, but if I can just get my guns on line. Check the radar, there's another one behind me. My god, there's loads of 'em. Well, here goes. Take that Fritz, hah, eat lead. Ground target up ahead, take her in slow and make sure I hit it first run. Bombs away." (*Sound of office door opening*). "Les, wake up, there's that *Strike Eagle* review to do by the end of the day". Oh, alright then...

The only time I have been in a plane was flying over to Jersey. I can remember the sign on the seat: "If you feel sick, please use the bag in front of you". I was ever so polite, I even asked her first. Mind you, I have sat in the cockpit of a glossy F-14 at an airshow. (*You git* – James).

Super Strike Eagle doesn't feature the F-14, instead it uses the all-conquering F-15 Strike Eagle which proved its worth so well in the Gulf War. The scenario for this game is different to say the least. You have to 'persuade' four countries to become peaceful and join the United Nations. And how do you do that? You drop bombs on them. Something not quite right there. Still, why bother with diplomacy when a few tons of Napalm will do the trick?

As the pilot of the *Super Strike Eagle*, it is up to you to fly around tourist attractions like Libya, emptying your bomb racks onto everything in sight. Oh yes, very subtle. So, just how 'real' is it? Well, according to MicroProse, very. According to me, not very. Although I've never been on night bombing runs in the Middle East before, I can't imagine this is what they're like. I know this isn't supposed to be a simulator, but I'm sure there's more to bombing runs than this.

Initially, you are flying over the map area, moving towards your ground targets, nothing too wrong here. When you approach the target you can switch to ground bombing mode. No matter at which angle you approach the target, when you enter ground attack mode you always approach from the bottom, where all the anti-aircraft guns seem to be. Strange that. MicroProse have attempted to make the most of the magical Mode 7, the spinning ground looks quite convincing, until you get close to it. Then it just becomes blocky, which is a bit of a let-down. Very little strategy is required for the

I'm not a fan of flight-sims. It would, therefore, take something pretty special to convert me. I accept that there may well be some gamers – they may be plane bores, they may well have far too much time on their hands – who find the prospect of a three-volume manual with pages and pages of detailed screen annotations an absorbing prelude to attempting to manipulate a jerkily updating mess of polygon graphics.

To their credit, MicroProse have attempted to scale things down to a more palatable form – probably a necessity to attract the instant-thrill-hungry SNES owners. But, although the sicky, Mode 7 ground-attack sections are entertaining and relatively convincing, the dog-fight "action" is simply tedious. I can't particularly find much evidence of the SNES being pushed to the limit, and I'm just not in the slightest bit interested in planes and their invariably long-winded and unintelligible specifications. Give me a proper game like *Pilotwings* any day.

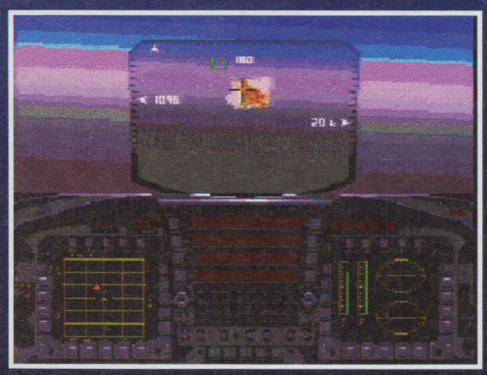
ANDY LOWE ■

SUPER STRI

FOR - SNES
FROM - MICROPROSE
AVAILABLE - JUNE
PRICE - £45
MEMORY - 8MBITS
STOP ■

OPTIONS - NONE
LEVELS - FIVE
DIFFICULTY - EASY
PLAYERS - TWO
SAVE GAME - PASSCODES
END ■

"Right skip, we've reached the edge of the ship like you said. What do we do now?" "I don't know, I haven't reached that bit in the flight manual yet." "We're awfully close to the edge. Are you sure you don't want to fly this?"



"Excuse me. Can you tell me the way to the top secret airbase, please?" "Eat missiles, you Western capitalist scum." "There's no need to be rude, I only asked."

bombing and you don't feel that you are actually on a mission, which is important for a game like this. Instead of planning which targets to hit and when to hit them, you just strike everything in sight.

The only break from tedious ground attack is the dogfighting. The enemy launch planes from their airfields which fly towards you and engage in head-to-head fighting. The graphics in this section are a true joke. A few different shades of grey and blue to represent sky and land are not exactly awe-inspiring. The dogfights are slow and usually over in a few seconds. If you let them get close enough, the enemy planes are surprisingly well-detailed and there are some explosions when they get hit, which doesn't take long.

Landing every now and then to re-fuel and re-arm is a feature that could have further exploited the potential of the SNES. Instead they have plumped for a standard – approach the runway and make sure your speed is right. If landing is the hardest thing to do in a plane, then why is it so easy here?

The first couple of goes can deceive you. *Super Strike Eagle* seems great. The first mission is finished quickly, you get a passcode and think you're doing well. Then it hits you. The next mission looks a bit similar to the last. You take off, you fly over the map, switch to ground attack, take out a target, get hit by SAMS, dogfight a MiG, and repeat the procedure, landing every now and then. It may sound like a lot to do, but it's bloody tedious and becomes repetitive after a while.

LES ELLIS ■

This isn't supposed to be a flight-sim; that much is obvious. It's got far too much of an arcadey feel, and you don't need any technical knowledge at all to play it.

But as a shoot-em-up it's still not perfect. The two main viewpoints don't complement each other well, and either could (and should) have been made into a fuller, better game. The bombing bit's probably the best candidate for this. Oh, and I'm not jealous about silly old Les sitting in an F-14. He wrote that 'James' comment himself, actually, and I didn't know anything about it.

JAMES LEACH ■

GRAPHICS
Dead-flash intro and some neat air-to-ground combat sequences. The air-to-air is rubbish though. Overall, not too bad.

SOUNDS
Plenty of speech, although the rest of the effects are a bit on the crap side.

PLAYABILITY
Easy to get to grips with. Initially very playable but interest will soon wane.

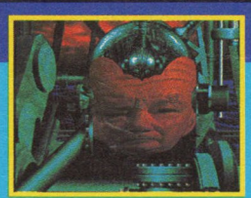
LASTABILITY
After a few hours of this, performing the same moves over and over again, you'll get bored senseless.

OVERALL

Not a bad attempt at a shoot-em-up, but I get the feeling that this could and should have been so much better. Anyone expecting a "*Pilotwings* with guns" kind of game can forget it right now. Some of the missions are fairly challenging but on the whole I am disappointed with *Super Strike Eagle*.

LES ■

GAMES MASTER TIP



When you go for air-to-ground combat, start off at a high altitude to avoid all the anti-aircraft fire and then dive bomb your target.

Drop your air to ground missiles on the target when the green cross hairs appear. Then get out of the area.

KE EAGLE

JUDGEMENT 69%

CYBORG JUSTICE

METAL DEATH FOR ALL MY FRIENDS

You can tailor your robots to your own sordid requirements. Here are four we prepared earlier...

Alan. Sporting the very latest 'crusher hand' and most aesthetic 'Quasimodo body'. Alan would unite the world in peace and harmony. He also likes kiwi fruit.

Michael. State-of-the-art arm-detachment technology keeps Michael's froggy head together in those awkward pugilistic encounters. Mike loves chaffinches and food.

Samuel. Sammy likes nothing better than to solder his opponent's lips together with his flame-throwing fist. He's fond of nylon and Marks & Spencer's houmous.

Arbuthnot. A stonker of a geezer with some very peculiarly located body wire. Arbuthnot is devoted to the very lovely Janice, whom he intends to marry, later this year.

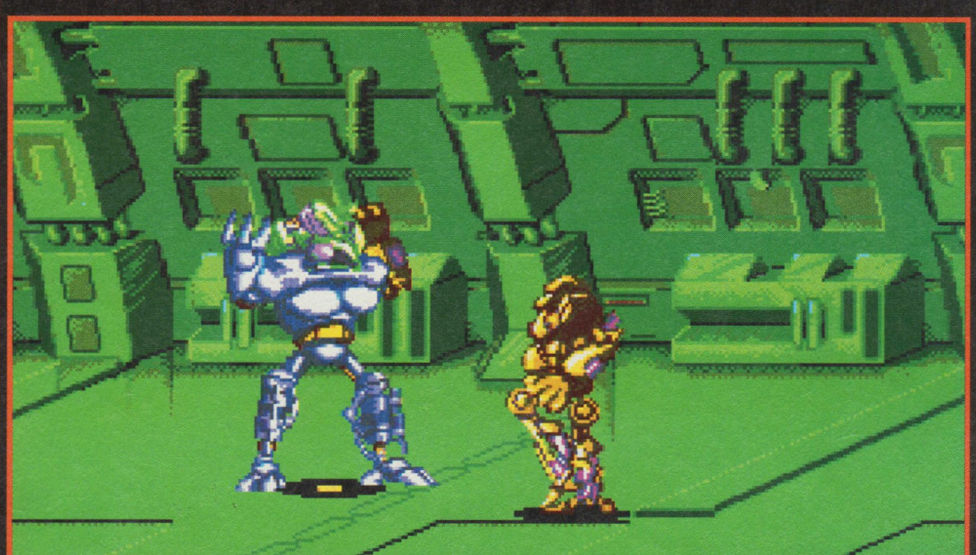
Beat-em-ups are all very well – but they do tend to be biased towards human fighters and heroes. Now, humans are a little vulnerable to annoying little quirks like bleeding, becoming dazed, fainting as large chunks of flesh become dislodged from their throats, and just generally keeling over at irritatingly inopportune moments.

Not so with cyborgs – or, if you prefer, robots. Cyborgs can be constructed for optimum efficiency and overall hardness, before being sent in to tackle situations too dangerous or challenging for weedy little humans. In this game, set sometime in the future, cyborgs appear to have – surprise – taken over. Okay, just a natural process of technological evolution, perhaps. But – dear oh dear – it does appear that the cybs are also suffering from many of the problems faced by their less metallic, carbon-based predecessors...

They run out of oil at awkward moments and have to nip down to the 24-hour garage. They grow old, begin a large collection of small leather purses, and start to smell of rust. The less diligently designed ones have silly walks and fall over a lot. They also argue over who saw a particular piece of land first – and then they have wars. Proper wars. Real wars with one-on-one fighting – two furiously opposed cyborg behemoths clanking away until one collapses in a smouldering heap of metal.

You begin by designing your very own special friend cyborg. Laughs galore as you give him a stupid insect body, huge arms and a tiny pair of pencil-thin legs (which are good for somersault jumps, but just happen to look a bit crap). Apparently, over 200 different cyborgs can be designed from the available body parts. Next, you comically lumber into horizontally scrolling beat-em-up city – alone or with an equally cumbersome synthetic buddy. The idea is to hit the attacking cyborgs until they expire – pulling their arms and bodies off to power-up your energy. At the end of a level, a slightly harder cyborg will appear – although actually he's not as hard as he likes to think, and you'll beat him pretty easily.

When you've mastered all of your robotic git's 30-ish moves (by holding down the buttons and moving the directional pad around) you can always take on your mate in a particularly hilarious one-on-



Hello, greetings and all that... Welcome to the fifth in the increasingly unpopular dance captions. Look! It looks like they're dancing and everything. Ho ho. How amusing. Oh, I'm going home...

FOR - MEGA DRIVE
FROM - SEGA
AVAILABLE - NOW
PRICE - £45
MEMORY - 8MBIT
STOP ■

OPTIONS - DUEL MODE
LEVELS - PLENTY
DIFFICULTY - 4 SETTINGS
PLAYERS - 1/2
SAVE GAME - NO
END ■

The idea's a nice one, and the graphics work well, but what's gone wrong with the single-player mode? It just can't stack up against the duel option, where you get to fight a human partner (unless of course, like Ade, you find it impossible to enter into a relationship with a human partner).

Choosing your cyber-armaments is a laugh at first, but maybe there aren't enough variations to keep you riveted to the fighting metal droids. (*Is that a joke?* – Ed). No it isn't. Overall, this is a neat game – in two-player mode. In single-player, it's dull. Be careful if you're planning to buy it. **JAMES LEACH** ■

Look, let's get one thing straight, Andy only beat me by cheating and I slaughtered him (literally) in the rematch, don't let him fool you into thinking otherwise. *CJ* is fun to play at first, although slightly repetitive. They say there are 30 moves but you can get by with only a few. There are a few light moments (like pulling bodies apart etc), but it's just too samey for my liking. The one-player mode is a bit of a non-entity, it's the two-player mode that makes this game even remotely playable.

A nice try at a fun-filled robotic beat-em-up even though there are some very definite faults with it. It's okay, but I've seen better on the Mega Drive. **LES ELLIS** ■

one battle. During one of these bouts, I managed to fire a torpedo at Les and, just as he was struggling to get up, I sidled over and pulled off his body. End of fight. Most amusing.

Although the general character design and game set-up options are impressive, they cleverly disguise some distinctly fey and hollow gameplay. All the levels consist of four sub-areas – the same geography, but featuring (gasp!) different colours. A novel idea in desperate need of more enemy and level variety. It's all rather repetitive after the first few levels, though the duel mode is fun. **ANDY LOWE** ■

THE UNIVERSAL LANGUAGE

Violence, eh? Everybody understands it – particularly hulking great robots with metal fists. Here's a few of the more sniggersome techniques...

KICK 'IM WHEN 'E'S DOWN! Diagonally down-away and 'A'.

SUCK MY FIST. Approach opponent and tap 'B' button.

EAT FLAME, CYBORG CRETIN. If you have the flame-thrower installed, stand close and tap the 'A' button twice... then hold it down.

MUSHROOM FOR ME, THANK YOU FOR ASKING! Self-explan.

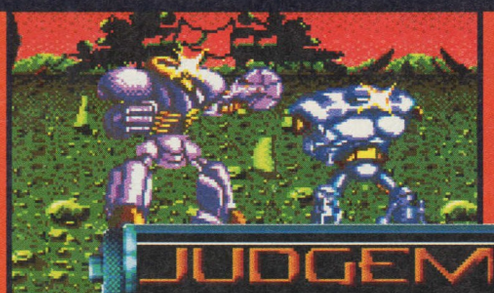
STOMPED UNTIL DEAD. 'C' to jump, then hit 'B' in mid-air.

BODY HAS BROKEN. Hold away and repeatedly tap 'A'.

BLOOD, MEAT AND HAIR. Sorry, I have to go to the toilet...

GAMES MASTER TIP

GREETINGS! On Level 1-2 upwards, annoying whirlpool, electro-magnetic thingies will appear. When being shadowed by an enemy cyborg, hang around the opposite side and lure him over. Then, when he gets stuck, proceed to fist him into oblivion.



GRAPHICS
Excellent characters and superb animation, although there are some rather default and predictable Terminator-style backdrops.

SOUNDS
Some startlingly amusing clanks and clangs – and some astonishingly irksome and geeky music.

PLAYABILITY
A variety of silly moves and attacking postures, but the scrolling beat-em-up aspect is a tad forced and rather unsatisfying.

LASTABILITY
Not particularly. it relies a little too much on the novelty aspect – "Ho ho. Look – he's pulled his head off!"... and, er,that's it.

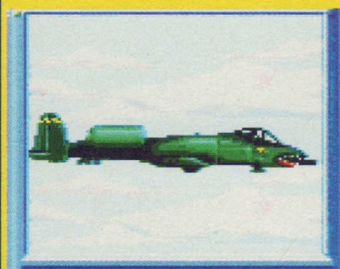
OVERALL

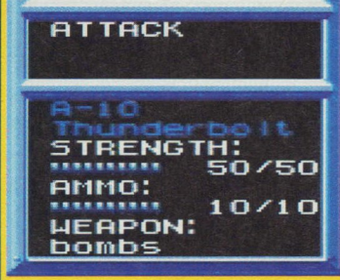
Not a third as much fun as *Streets Of Rage 2* or even something a little dustier like *Golden Axe*. Sufficiently silly and mildly smile-raising entertainment, but then so are Ade's attempts to chat up girls.

ANDY ■

JUDGEMENT 75%

GAMES MASTER TIP





GREETINGS!
It might sound like an entirely obvious point, but always ensure that you use an appropriate piece of machinery for each attack. Here we see an A-10 "Tank killer", er, destroying a tank. Which is its job. Which it does well, no matter which side the tank is on.

If you're going to survive the sweating, stinking, screaming hell that is a modern war, you'd better learn to choose the terrain where you're going to fight very carefully indeed. Even though the commandos are battling a tank, they'll probably kick it *right* in because they have the advantage of woodland cover and you don't.

Stocks of planes and other hardware must always be kept high...

...to replace those destroyed by the enemy. Obvious really.

I don't know about you... No hang on, that's a dreadful way to start a review. Of course I don't know about you. All I know about is me. I know I didn't spend hours crawling around on my hands and knees positioning little metal soldiers, rolling a 64-sided "die" and accurately re-enacting battles from the American Civil War. It wasn't immediate enough for me. And also I could never add up my hit points properly. So a game like *Super Conflict* which promises the "thrills" of wargaming with the SNES handling the suffocatingly tiresome maths sounds right up my street. New King Street in fact.

And it is, to a degree. What you get with *Super Conflict* is a strategy wargame which is simple enough for a novice like me to enjoy, presented in a pleasing fashion. Basically, you and a friend (or the SNES, if you're sad) take charge of either the red or the blue team, each endowed with an equal amount of military hardware. Then, on the hexagon-based map you must pound the living daylights out of each other, eventually targetting each team's flag tank. Once your flag tank is destroyed, your game is over.

Units can only battle each other when they're on an adjacent hexagon, so the game essentially breaks down into move and battle turns. Both players can move all of their pieces and then make the ones next to an enemy unit attack. Depending on your personal preference, you can opt for one team to move and use all its pieces at once or to take turns, each moving one piece at a time.

The outcome of each battle depends on the suitability and strength of the units involved (there's not much point getting a tank to shoot at a plane), and the terrain involved (trees and mountain give you lots of cover, while sitting on a bridge makes you an easy target) This, of course, is where the strategy comes in. If your forces are

Jim, of course, is completely right in every way. Well, I don't know about "of course". Quite frequently he's absolutely wrong, but there we are. In this case he's right. *Super Conflict* bored me to tears and I'm absolutely bonkers about war and planes and things. It's got neither the action of a proper action game nor the depth of a real strategy game. Pointless.

JAMES LEACH

SUPER CO

***Super Conflict* is not, unfortunately, without its problems. Just a couple more tanks around the MiG 25 and Red wouldn't be able to move.**

Also, Blue can't use his SAM sight to attack anything apart from adjacent targets, negating, er, the point of a SAM sight really.

Look! Another hexagon-based screen. This is pretty much what the whole game looks like. If you're after a graphic marvel, forget it.

FOR - SUPER NES
FROM - VIC TOKAI
AVAILABLE - JUNE
PRICE - £45
MEMORY - 8MBIT
STOP ■

OPTIONS - NOT MANY
LEVELS - 4
DIFFICULTY - PRETTY EASY
PLAYERS - 1 OR 2
SAVE GAME - YES
END ■

As we can see from this map, there is a warm front coming in from the north-west, and there's a high chance of rain in the home counties. No? Alright, it's a map screen of Red vs Blue activity.

stronger, and that you fight only when you're in a better position than the enemy, you'll win.

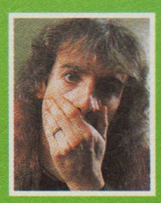
Super Conflict operates on an unusually simplistic level. For a start, even SAM missiles, which in the real world are designed to attack long distance targets can only be fired on adjacent enemy units. Also, you can surround an airborne plane with tanks!

Even on the more sophisticated skill settings, the CPU-controlled player makes incredibly stupid tactical decisions, frequently letting you off the hook by pursuing a calm strategic goal instead of making the most of the opportunities that arise. Frequently you can leave your flag tank on a bridge, safe in the knowledge that instead of blasting you to kingdom come as it should, the CPU player will instead move another helicopter somewhere else on the map.

So there we have it.. Simple strategy /war gaming fare for the disbelief-suspending and rather patient novice.

JIM DOUGLAS ■

Yes! See the devil-dog implement of aerial assault for the red team perish! Even a mighty SU-20 is no match for a battle cruiser armed with Tomahawk SAMs.



Yeah, like let's get all the worst bits of every war game ever and put them in a game. And we'll call it *Super Conflict*. Is Vic Tokai or whatever his name is serious with this? For a start I don't get off on games with lots of hexagons in them, and this has got loads. Secondly, the sound effects are tragic. Just a couple of bangs and pops as the various military things explode. Also, I really think playing a game where you can't even attack the other guy until it's your "turn" is a rockin' idea. Not! **LES ELLIS** ■

GRAPHICS
Pleasing. Although by the nature of the game samey images of tanks, boats, planes, helicopters etc Not particularly elegant stats boxes.

SOUNDS
Pretty accurate sounding gunfire and explosion noises. *Super Conflict* has no music, but then very few wars do either.

PLAYABILITY
Okay for beginners, although more experienced stratters will probably be infuriated by the games simplicity.

LASTABILITY
Despite all I've said, *Super Conflict* is enthralling. Perhaps it's the instant reward of seeing the outcome of hundreds of tiny battles.

OVERALL

A bit of a new direction for SNES gaming this – since *Super Conflict* is the first ever game of its type on the system. Refreshingly un-manual necessitating in its simplicity, but perhaps a little too erratic or plain easy to keep even the most hardened shoot-em-up fan puzzling over his strategy for long.

JIM ■

NFLICT

The outcome of aerial combat depends on the weapons involved, who has the element of surprise and the strength of each plane.

This picture is actually the most exciting in the game. Unfortunately, hopeless art geezer, Lam , has covered it up with the judgement bar.

JUDGEMENT 67%

FOR - SNES
FROM - SETA
AVAILABLE - IMPORT
PRICE - £64.99
MEMORY - 8MBIT
STOP ■

This picture isn't that important, we just put it in to impress you and to prove that we can win at games. See here we have won three circuits already. Cor, ain't we good.

Don't get excited about this. This head-on shot is from the intro sequence. It would be a bit hard to race properly if you had to play like this all the time. Mind you, it would probably improve James's driving.

F1 EXHAUST

Racing games are always popular when they come into the office, and judging by the bruises on my arms from my fight with James to review this, then *F-1 Exhaust Heat 2* is no exception. Mind you, you should see what he looks like. It's amazing what a studded belt can do when you throw it at someone. Anyway *F-1 Exhaust Heat*... no get off James I'm doing it (sound of crunching bones), right, that's that sorted then.

F-1 Exhaust Heat is the first game to use the Seta chip. The what? I can hear you say. Well, the first *Exhaust Heat* suffered from a lot of (Ow, look, just bloody get off James, go back to your RPG game, I'm doing this) slow-down when there was a lot going on. To combat this Seta have developed their very own chip to enhance the game. It takes care of all that slow-down and means they can do loads more whizzy Mode 7 stuff. If you can imagine *F-Zero* with 26 cars on the track then you are starting to get an idea of what this looks like.

However, even the new chip doesn't prevent the game being repetitive, tedious and ultimately boring and frustrating. Yeah, so it looks very nice and it has to be one of the fastest racing games I have ever come across. It takes some time to get used to just how fast *Exhaust Heat 2* is, and adjust your reactions to it. Just as well there's a practice mode, really.

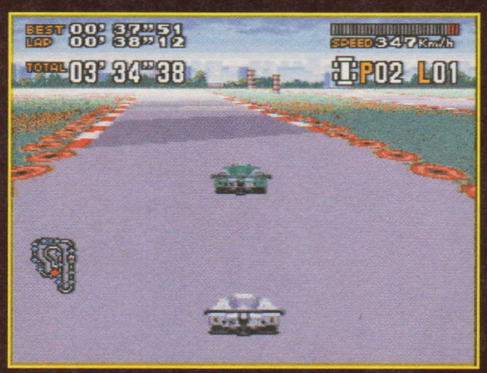
Incidentally, don't you find it strange that in these days of high technology and advancement in game systems that just about every racing game there has ever been, including this one, are all basically the same? There hasn't been much advance on the likes of *Outrun* and *Pole Position*. It's a pity really because this could have been quite an awesome game. It is a progression from the first, but it trips over its shoelaces before it gets a whole step away. For a start, where is the two-player mode? If you're going to do a sequel to a game that was just for one-player

Er, I hate to mention this minor point. It's really not that important... really. I almost hate to mention it but you're going the wrong way.

I agree with pretty much everything Les said (apart from the stuff about the studded belt). There were two problems with the original. The first was that the screen slowed down rather unpleasantly when more than a couple of cars were on screen at once. The second was that there was no two-player mode. Seta have sorted out the first (forgivable) problem and done nothing about the second, which isn't really good enough

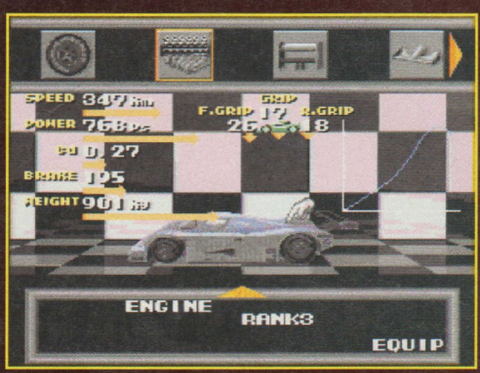
It all looks too much like the superior *F-Zero* for my liking, with the extreme bouncy trackside obstacles diminishing the Formula One feel somewhat. It just doesn't hang together. No. Don't like it

JIM DOUGLAS ■



The leader is in my sights. Where are my missiles? Er, sorry, you have to win this game by sheer racing skill, and maybe a little luck.

Typical, the sign said choose your lane and you had to go straight down the middle. The pit crew may need more than a set of tyres now.



They bought the paint for the garage from one of those terribly amusing shops that advertised multi-coloured paint on April 1. Oh such wit.

SPECIAL THANKS TO ZAP FOR THE LOAN OF THE CART, CALL THEM ON (0532) 590077.

THE PITS

Wanna know how to make a game so damn frustrating that you just want to rip it out of its slot and ram it down your kid brother's throat so far that he could pull it out of his backside? Check this out.

STANDING STILL

Make the game so that wherever you start on the grid about 20 cars fly by you before you can get up to full speed. This problem is solved by old GM himself but can still prove annoying if you don't see it.

FRUITLESS CHASE

Why not put the leader so far ahead that even if you have five or six perfect laps at full speed without hitting anything else you still can't even see him in the distance. Hmm, that'll make people want to keep trying, won't it?

GANG BANG SMASH

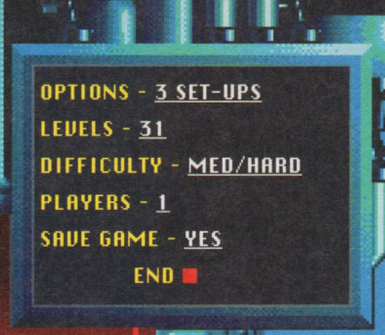
You're on the last lap and the leader is almost in sight, then all of a sudden out of nowhere a couple of cars appear and knock you a bit. Then another 15 cars appear from the same place (nowhere) and proceed to fly by you knocking the stuffing out of you as they go.

IT'S THE PITS MAN

How come none of the other cars ever need to go into the pits and no matter how far ahead of the nearest car you are when you go in you always come out 20 places behind where you came in.

YOUR FAVOURITE POSITION

The computer seems to have a serious problem working out exactly where you are. Many a time I have been at the front of the pack and then all of a sudden my position changes to second with no other car in sight. Even better is when you overtake the leader on the last lap near the finish line and it doesn't update in time and you are still placed second.



T HEAT 2

Why are all these games so blimmin' similar? This is just like *Exhaust Heat 1* and *F-Zero*. True, there are some tweaky bits, like the neat sports car and the opponents, but overall it doesn't represent a major step forward.

Oh and don't pay any attention to Les's stuff about the argument. We're best of mates in reality, even if his creepiness does sometimes chill my soul and drive me to thoughts of the evil, lurking dark side, where the demons dwell.

JAMES LEACH ■

then let two play it. It makes a game infinitely more playable when you can beat a friend. Then I could beat James at it and prove once and for all that I'm better at racing games than he is. (*No you're bloody not. – James*).

Apart from the nice Mode 7 stuff and the fact that you can have 25 other cars having a go at you instead of three or four, then this really has nothing new to offer. The three formulas aren't all that different from each other, apart from the fact that you race a different sort of car.

One thing the game definitely has in its favour is the difficulty factor. You have to win on every circuit before you can advance to the next formula and this is where the frustration comes in, (see the box over there for the reasons as I'm running out of space here).

Needless to say, if you've already played the first *Exhaust Heat* then you won't be that impressed with the sequel. It's an unashamed rip off of *F-Zero*. But if you haven't seen much in the way of racing games then this is definitely a good place to start. But you must be prepared for some hard work to race in the top formulas.

LES ELLIS ■

Right, I've finished that CD, give me a new one. Forget the tyres and fuel, just give me the CD.

GRAPHICS

The use of Mode 7 is quite impressive and there is no slow-down when the other cars are on the circuit.

SOUNDS

No improvement over the first game. High-pitched squealing for engines which sound a bit pathetic and very little else.

PLAYABILITY

Once used to the speed it's dead easy to get into and compelling to play. Nice sway factor. But be warned, it is extremely frustrating.

LASTABILITY

Very tough, just as well that it's battery backed but the frustration factor is just too high. I can see a lot of people being put off by this.

OVERALL

What this game really needed to impress me was a two-player mode. As it stands it just doesn't offer anything different to what is already on offer. The advantages of the Seta chip, while obvious, just aren't utilised enough. Visually impressive though dull and tedious to play.

LES ■

GAMES MASTER TIP

GREETINGS!
At the start you will notice that when the grid lines go up everyone will fly straight by you. The way to get past this is simple. As soon as the green light shows, move your car over so that it is directly in line with the one behind you (check for the white flag or the cars going by). Then when the next car tries to go by you it will ram into the back of you causing little damage but boosting your speed so that you don't lose any places.

JUDGEMENT 66%

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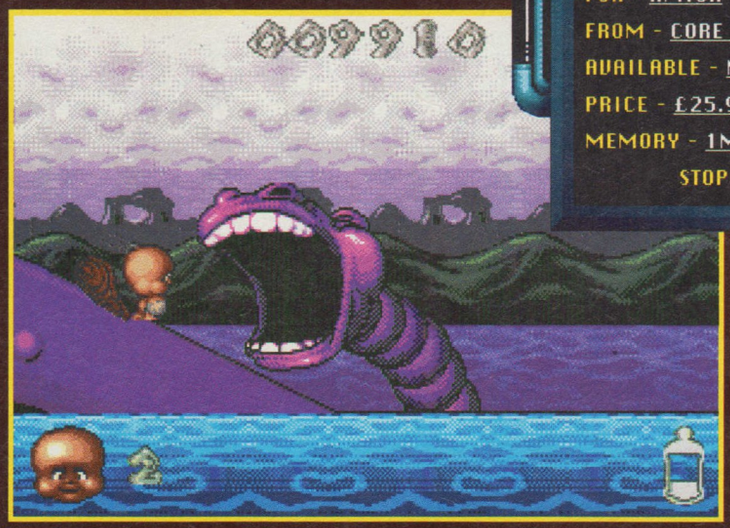
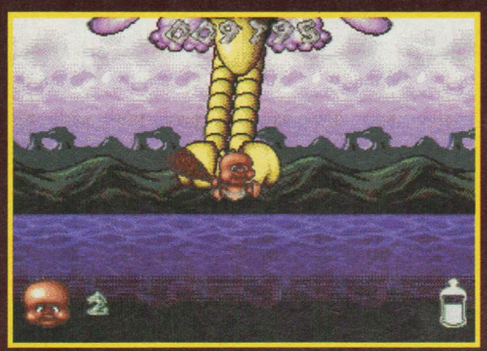


This is the prehistoric equivalent of Jaws. To beat him use the same guidelines as those in the GamesMaster tip. In other words, simply pummel him around the head until all of his teeth fall out.

Meet our little chum Ozric. He's a totally different kettle of seafish. Jump over his spit and then knock one of those little fishy things into his head to defeat him.



Nine whopping great lines to be filled with some sort of interesting text. Well, what could you possibly say about a massive pair of bird's legs, with a child falling off them. To be quite honest, there isn't a lot to be said. But the weather's nice, isn't it? Okay then, it will be if you're reading this in Spain. Oh yeah, and there are only eight lines. Hoorah.

Excuse me, yes you, would you be so kind as to sit down and read this review. Thank you. Right obviously you'd like to know what this is all about, wouldn't you? Well, two years ago *Chuck Rock* was brought out and the public loved him, especially the armchair slobs. Why, I hear you cry? Well, he had a lovely growth of stubble (at least two day's worth), and a big beer belly to suit. He was the hero of all those that were, um, like him. After his prehistoric escapades, Mr Rock has settled down with his wife and recent addition to the family, Chuck Jnr, and now sells cars. It's up to Chuck Jnr to carry on the family name and save his old man from the evil clutches of Brick Jagger, a rival car salesman.

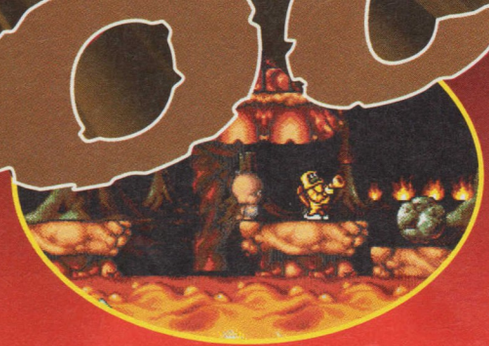
Chuck Rock 2 is a lot bigger than its predecessor with many new elements. One of the first is the array of enemies. A few of them are absolutely massive and the first big boss you come up against has very fluid animation and moves like something the SNES could have up and running.

Most of Jnr's foes appear cute and fluffy, but when the time is right, they jump up and try to bite his head off. But little Chuckie isn't all that defenceless. No siree, he has a big club for batting things over the head. The levels are all absolutely gorgeous and the backgrounds really do look the biz. The animation on the sprites is also terrific, each character having his or her own expression when being clubbed about the head by the juvenile delinquent.

As with most platform type games, the action depends on you being able to judge the timing properly. If you're too slow you'll get punished, although if you're a platform freak, you'll get through this pretty quickly. The only gripe I have with the game is that every time the young babber jumps, he lets out a little 'yippee'. Not a major problem, I know, but seeing as you're jumping constantly it can niggle you. (*Oh you're so fickle.* – Ed). Apart from that, this is a great sounding, great looking platform game.

ADRIAN PRICE ■

CHUCK ROCK 2



"Hello Fireman Sam. How are you today?" "Get lost kiddo, before I turn you into toast."

"Oh yeah? Well, try this wooden club for size, you snotty little childrens' cartoon entertainer!"

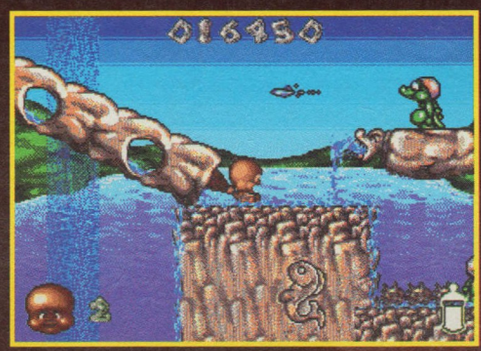
This is one of the bonus games. Ride along on the dog's back and jump up to knock the apples out of the tree. It's a bit like scrumping – which is great fun.

I don't know who the hell this is, but I'd hazard a guess at some sort of pig creature. Could be a relative of Porky the pig or a distant cousin of Pinky and Perky. Or maybe not.

Chuck Rock 2 is something that could easily have been on the SNES, it looks that good. In these days of serious bloodletting and ultra-violent games, it's great to see something cute with just a little bit of violence mixed in for good measure. With so many neat touches it looks the business and sounds great. As far as platform games go, this has to rate as one of the best. A sure-fire hit with any Amiga owner and look out for console versions later. Oh and take a close look at the main sprite, it looks just like James when he was a baby (except his nappy was fuller than Chuck Jnr's).

LES ELLIS ■

If you stand about here, you should be safe from the legs of this huge dinosaur. Deviate only slightly and you'll get squashed. And that would really hurt, wouldn't it?



Wheeee! Under the waterfall, down the water-slide and out the other side. Note Chuck's wide eyes indicating either extreme glee or sheer terror. It's difficult to tell which.

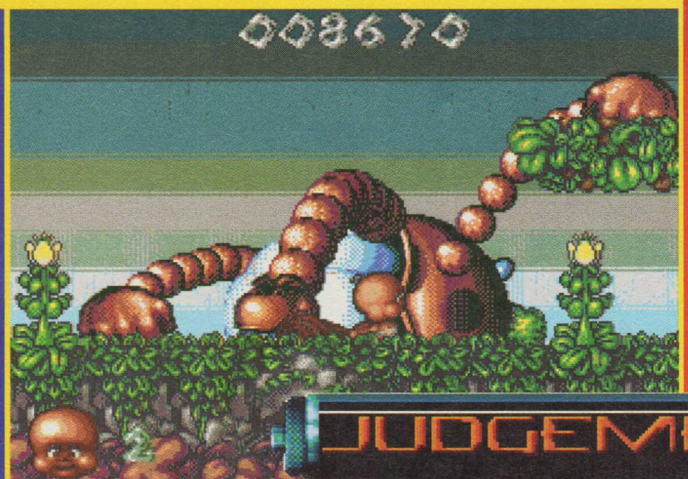
Sod off, Les. At least I was a baby, and not a little jackal or tiny cloven-hooved goat like you. Anyway, *Chuck* is a classy piece of software. It's got playability, excellent graphics and some of the best sounds on the Amiga. It's funny, because there are loads of games which are fairly similar to this, but Chuck leaves them all for dead. It's totally jam-packed with quality, which oozes out of every seam.

Criticisms? None, really. It's smart, and one you'll enjoy, especially if you like a brain-stretching challenge while you play. Three cheers for the kid, then.

JAMES LEACH ■

GAMES MASTER TIP

GREETINGS!
When you come to the first end-of-level boss, keep moving around. When his head stops moving, walk away from where you were - he'll move his head down to take a bite from you. Simply smash his head in with the club a few times and he should die.



OPTIONS - YES
LEVELS - 6
DIFFICULTY - MEDIUM
PLAYERS - 1
SAVE GAME - NO
END ■

GRAPHICS
Lush backgrounds and detailed animation make this a sight for sore eyes. The semi-naked She-Tarzans are nice to look at.

SOUNDS
Nice little prehistoric ditties litter the game, and when Chuck finally expires, he throws an ear-splitting tantrum.

PLAYABILITY
Roaming Dinosaur Land with a club is fun. Having a young child roaming the land terrorising the locals is even better.

LASTABILITY
If you're a natural at platform games, this shouldn't take you very long, otherwise you'll have to keep practising.

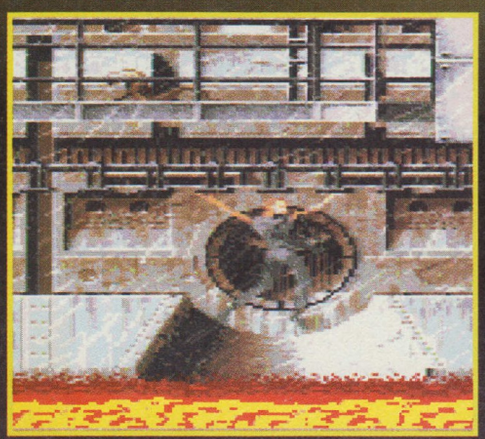
OVERALL

This is a great platform game with lots of neat little touches to it. It's one of the better, classier platform games on the Amiga and definitely a worthy successor to *Chuck Rock*. I'd just like to add, however, that it's neither big nor clever to terrorize locals especially if you're only a wee little nipper.

ADE ■

JUDGEMENT 88%

ALIEN 3



Ever the athletic type, Ripley stops off for a spot of limbering – *Superstars* style. Erm...

Go on, ask your mates. Catch 'em at a particularly contemplative time. Preferably when they're on a high over something – in a talkative, opinionated mood. "So, then. These alien thingies. Do you reckon they exist, or what?" You'll tend to get a healthy variety of response.

1. The Sceptic. Chuckles smugly and proclaims something like, "There's no such thing. It's not rational," or "If they existed, then they'd have surely made themselves known to us by now."

2. The Romantic. "Oh yeah! They're peaceful, clinical, super-intelligent beings and they live in an as-yet undetected parallel galaxy. Actually, they're not 'orrible slimy monsters, they're quite attractive, friendly creatures who merely desire some form of meaningful interaction with us."

3. The Paranoic. "Oh, God. They're here already, you know. They're mingling amongst us as, even as we speak – assimilating and taking over. By the year 2000, we'll be ruled by them. Have you seen 'They Live'? Etc... etc..."

H R Giger had other ideas. H R Giger is an artist. A chirpy, easy-going sort of geezer, who, after watching a particularly revolting episode of 'Your Life In Their Hands', sat down and sketched out his own ideas on the subject.

Stuff all the little green men with big eyes and Mekon-like green heads, he thought. Aliens are hideous, organic, slimy things with corrosive acid for blood. They breed by laying eggs which incubate and release hordes of slightly differing species – one of which is partial to impregnating human beings for purposes of further incubation. They're viciously hostile to other life-forms, chillingly adaptable, alarmingly intelligent and very, very difficult to kill. So, wouldn't it be a good idea to stick them, and a bunch of humans, in an enclosed environment and make a series of films documenting the ensuing mayhem? The rest, as they inevitably say, is history...

The story so far... Alien: Ripley – intelligent, resourceful, quick-witted and, refreshingly female – is the sole survivor of a single alien intrusion into the freight ship, Nostromo. She successfully ejects the alien and places herself in suspended animation, pending future rescue.

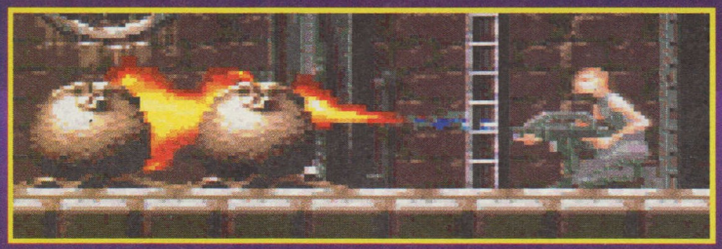
Aliens: Ripley leads a crew of mercenaries into an alien-infested colony. All the soldiers fall victim to the aliens in various messy ways apart from Ripley, a young girl named Newt and love interest, Corporal Hicks. Everyone is, erm, placed in suspended animation for the journey home.

Alien 3: A rogue alien causes a fire in the cryogenic compartment and Ripley and friends are detached in an escape pod which crash-lands on Fury 161 – a low security prison planet. The alien escapes and Ripley – the only survivor of the crash – has to brave the claustrophobic horrors of the prison complex to rid the universe of the nasty slimy gits, once and for all.

Despite its name, *Alien 3* is actually based loosely on a combination of the best bits from all three films. It's much, much more than the dreaded bog-standard platform game with a few aliens in it.

KILL, KILL, KILL!

Ripley has a handy multiple gun-thingy at her constant disposal, which can be used to fling the following in the general direction of anything slimy and non-human...



The flame-thrower has three levels of power...

1 GENEROUSLY BROWNED

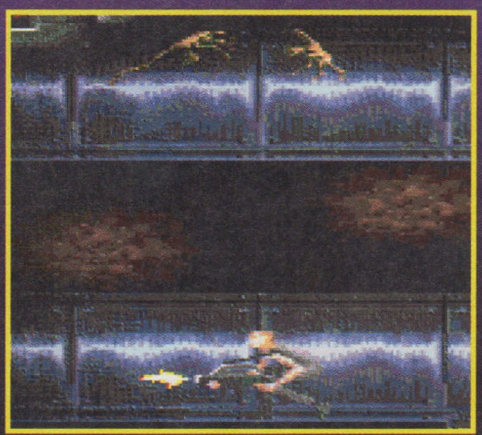
A general purpose jet for that subtle "heated up" effect. Good for muffins and Sainsbury's teacakes.

2 GET SCRAPING

Slightly more lethal. Reserved for those delightful occasions when the setting on your toaster is slightly too much for the Happy Shopper ultra-bleached loaf.

3 BLOODY HELL. OPEN THE WINDOW!

Toast! In – ahem – every sense of the phrase. Think charcoal death. Think shifting plumes of impenetrable, thick, black smoke. Great!



Seeking her lost nose-ring, Ripley crawls furtively through the prison sewers. Perhaps.

CHECK OUT TIMOTHY GOOD'S ALIEN LIAISON - A STONKING BOOK WHICH CHRONICLES THE US ARMY COVER-UP OF CAPTURED ALIEN SPACECRAFT.

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AVAILABLE - JUNE
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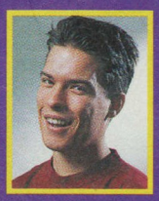


Wow! This game is really good. Dare I say it: the best platform game I've ever played on the SNES. There, I said it.

Andy, yet again, is right. The game is tough, well designed, and gorgeous to look at and the sound is terrific too. If there has ever been a game that I've waited for, it's this one. I'm such a huge fan of the Alien genre, I was just chuffed to bits when I saw this. I'll certainly be spending the long summer nights shouting "Oh you want some too, and you eh?" dressed in full combat gear. This game has to be seen to be believed. Oh yeah, and the Aliens are really here. Ask to visit the USAF's Dreamland airbase and read Above Top Secret.

ADRIAN PRICE ■

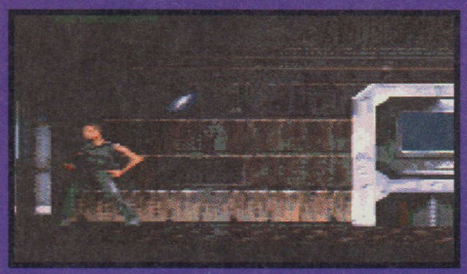
The action is divided into eight, increasingly treacherous missions, and sees our newly shaven-headed and fantastically animated heroine legging it from corridor to corridor, frying nasties, repairing switches and fuses to maintain power, sealing doors to curtail the movement of the aliens, and powering-up weapons and medical supplies.

If you don't have a problem with the basic platform format, and you know your stuff when it comes to exploring and – ahem – possibly making maps, then you may well find yourself locked away with *Alien 3* for a very long time indeed. You need to carefully plan each move with the conservation of ammunition and your (one) energy bar firmly in mind... and this overall toughness can only be a good thing.

It's a game with bags of ominous, cinematic atmosphere and sudden and genuinely unnerving surprises. Superb graphics, appropriately creepy music and loads to explore and discover. If you're a fan of Giger, the Alien movies or just sci-fi in general, it's thrilling and unmissable.

ANDY LOWE ■

GAMES MASTER TIP



GREETINGS!
Before (or after) reviewing the missions at the terminal, pop through this door...

Now, head carefully through the alien corridor...

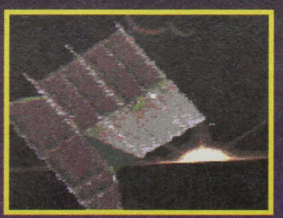
OH NO NOT AGAIN

After disposing of the Mother Alien (in Aliens) Ripley, Newt and Hicks drift off into deep space... again... and – here's what happens.

Her spaceship was minding its own business – drifting gently through the void...

...when, erm, a large spider decided to attach itself to Ripley's cryogenic pod.

Then, someone slapped a red filter onto the camera.



A vital chunk of an observation satellite fell off...

... and a morose gentleman pondered his lack of hair.

LET'S GO TO WORK

The eight missions, in order of appearance...

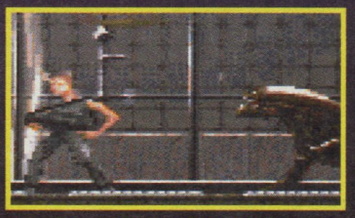
1 Hunt Or Be Hunted – rescue cocooned prisoners and stuff.

2 Heat It Up – Go around frying all the alien eggs. Oooh, fun!

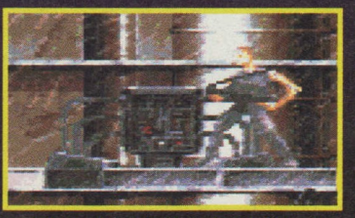
3 Crossed Wires – Fix all the fuseboxes – it's fab, honest.

4 Closed Doors – Stop alien movement by closing doors.

5 Pressure Point – sort out all the burst pipes and things.



6 Power Plus – See an alien and run away very quickly.



7 Power Link-Up – Erm, attach something to a generator.

8 Total Control – Seal one of the doors and beat the game.

OPTIONS - N/A
LEVELS - 8 MISSIONS
DIFFICULTY - 3 SETTINGS
PLAYERS - 1
SAVE GAME - NO
END ■

GAMES MASTER TIP

GREETINGS AGAIN! You will enter the weapons room where, apart from the light rain, all is fine and lovely and overgrown with lots of ultra-sexy weapon power-ups. It's a very good idea to pick these up and, erm, use them.

Who'd have ever thought that a bunch of face hugging, acid leaking parasites would turn into a multi-million-dollar industry. Still, the latest attempt at cashing in on this phenomena ain't half bad. The game is packed with atmosphere right from the intro. Cracking graphics and endless playability. One of the toughest SNES games for a long time. An absolute corker. **LES ELLIS** ■

ALIEN DEVELOPMENT

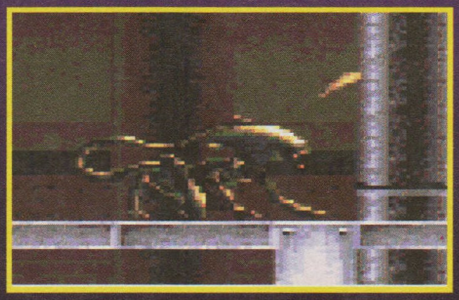
Right. Pay attention. Sci-fi biology lesson time... Here's how the aliens grow from tiny little parasites into the hulking great slimeballs you see over there... you know in the big, scary picture.

Well, first the mummy alien meets the daddy alien and, erm, they kiss each other very hard. Then, nine years later, the mummy alien gets a fat tummy and the daddy alien gets all proud and buys up a load of second-hand football annuals and starts to decorate the spare room with blue wallpaper. Then, the mummy alien lays an egg...

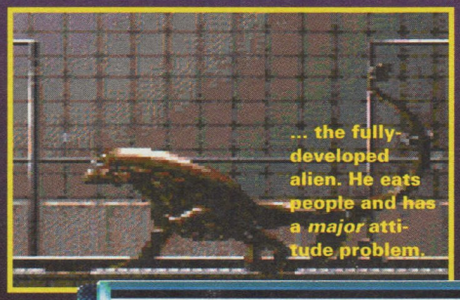
The egg pulsates and squelches for a bit. Then, it spits a bit of green goo and...

...this little chap emerges – the Face-Hugger. He attaches himself to a human host and...

...the Chest-Burster emerges from the unfortunate victim's, um, chest. He grows into...



...the Bambi (honest!) – a nasty git who spits a lot and who eventually develops into...



... the fully-developed alien. He eats people and has a *major* attitude problem.

GRAPHICS

Stunning. The backdrops range from sleek, metallic zones to gooey, misty sections where the aliens hide behind the scenery.

SOUNDS

Superb music piles on the atmosphere and alters in relation to the current mission. Jolly good gun fire and shrieks from the aliens.

PLAYABILITY

Not hugely varied, but it's the sheer depth of exploration and experimentation that pushes it above the usual film license blandness.

LASTABILITY

It's tough. Very tough. One life one energy bar, no continues. Careful planning and strategy are required. Definitely a real challenge.

OVERALL

Terrific atmosphere and some superb game design. It manages to maintain the spooky, what's-around-the-next-corner appeal of the movies without skimping on the blasting skills and the hectic feet-on-platform action. Excellent.

ANDY ■

JUDGEMENT 91%

COMPUTER COMPETITION

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Question: Finish this name – Sonic the .....

Answer:
A) Hamster
B) Horse
C) Hedgehog

Phone **0336 408702**

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Question: Where do Sumo Wrestlers come from?

Answer: A) America B) Japan C) Australia

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Question: How many games come in this Sega Game Gear?

Answer: A) 40 B) 4 C) 15

Phone **0336 408722**

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No correspondence, No alternative prizes. The judges' decision is final. Winners will be notified by post.

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I enclose cheque ☐ Postal Order ☐ made payable to Q&Q Ltd for £5 and one of my existing games for my computer system. Sega Mega Drive ☐ Game Gear ☐ Master System ☐ Super Nintendo ☐ Nintendo Gameboy ☐

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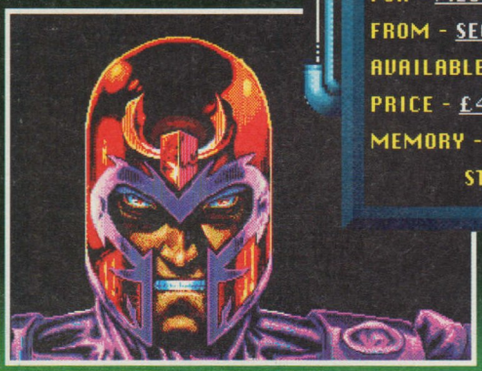
FOR - MEGA DRIVE
FROM - SEGA
AVAILABLE - MAY
PRICE - £40
MEMORY - 8MBITS
STOP ■



I am Trubshaw the Resurrector. My aim is to get rid of all world peace in under half an hour.

Right. I've nicked Dick Tracey's coat and Luke Skywalker's light-sabre. And I look like a git.

Take that, you ponce. Nobody calls my jungle a shandy-drinking, skirt-wearing namby.

X-MEN

These comic things seem to be getting more and more popular these days. Just look in the comic shops. There are the old faves like the Beano, the best of the bunch, without a doubt. Then there's the Dandy, of course – very nice.

From these childish rags to the, er, slightly more adult ones; the likes of Viz and Zit seem to appear on Ade's desk at the same time every month – not that we extol the virtues of these mags. Then you get Alien, Total Carnage and the other gross-out comics. Somewhere in between come Superman, Spiderman and all those other so-called super heroes. The latest to get their own game are the X-Men. Apparently they're big in America.

The *X-Men* are a mixed-up bunch of folk. For a start they're mutants, and that can't be an easy thing to accept. The dudes are battling against Magneto who is transmitting a deadly computer virus to Earth from an asteroid.

X-Men follows a similar format as the previous comic tie-ins (like *Ex-Mutants*). Out of a potentially great license they have produced little more than a ponced-up platform game with a hint of beat-em-up. Mind you, there are a few features that make this game stand out a little more.

For a start you can use four characters. You can even change character mid-level, which may not sound like much, but when you are playing, this feature comes in dead handy. The levels in *X-Men* are the biggest I have seen for a long time. And what's more, there are six of them – so expect to spend a lot of time exploring to find everything you need to complete them. As far as the fighting goes, each character has four or five moves – more than enough to deal with the enemy on-screen.

Another good thing is the challenge element. Although this isn't quite as hard as last month's infuriating *Battletoads*, it is enough to get you more than a little hot under the collar. The first level (which looks suspiciously like *Flashback*) maybe a bit off-putting to some people until they get to know what they are doing.

There isn't anything wrong with this game, it's just that it's all been done before. It looks good, sounds okay and presents a fair challenge, but it just isn't that impressive.

LES ELLIS ■

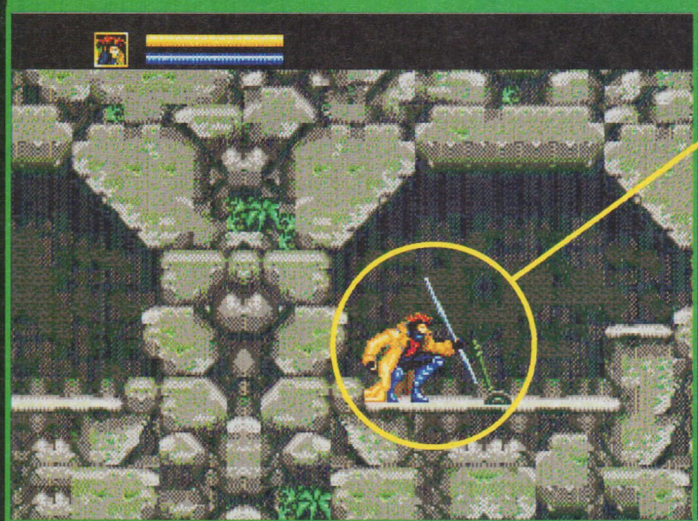
Sifting through Les' surprisingly coherent sentence structure, I feel compelled to examine two of his torturously laboured points.

First, *X-Men* is pleasantly playable in a-sad-old-git-and-I've-got-nothing-better-to-do-this-evening kind of way. All very competent, although rather ho-hum with lots of pretty pictures and dangerously low on overall spice and gameplay compulsion.

Second, he's right. Ade is a git with about as much talent as a globule of rancid saliva ejected from the mouth of the smelly, shuffling old git who always hangs around the bus station. Still, he's only marginally more annoying than James.

ANDY LOWE ■

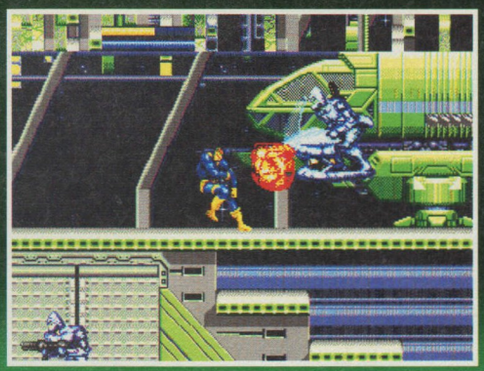
GAMES MASTER TIP



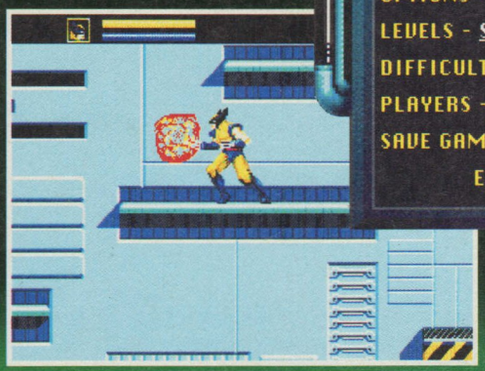
On level one you won't get anywhere unless you find the switch. It's cunningly hidden in an early part of the level in a cave. Walk into the cave and kneel down. Hit the switch and a previously impassable object will have conveniently disappeared.

Are we expected to believe that he had that thing is his pocket all this time? Sega must think we're really gullible. Well, that's where they're wrong. We at GamesMaster are both intelligent and, I must add, sexy. With the exception of Ade, we're the most fancied team at Future Publishing, easily beating Mega and Total! into pathetic second and third place.

OPTIONS - N/A
LEVELS - SIX
DIFFICULTY - 3 SETTINGS
PLAYERS - 1 OR 2
SAVE GAME - N/A
END ■



Opening the fridge door, Margaret was assailed by a fleet of Venusian motherships. Not.



I'm sorry. I swore that I'd never use that disgusting Wayne's Worldism, ever.

THOSE MUTANTS IN FULL!

WOLVERINE

A result of a tragic cross-breeding programme that went horribly wrong. He has the cunning and speed of a wolf, but sadly lets himself down by stopping at every lamppost and by disgracing himself in public.

CYCLOPS

As a result of playing too many video games in the late 20th century, Cyclops' eyes turned into deadly lasers. Just wait until The Sun gets to hear about that.

GAMBIT

His gambling days were too successful for the mob who abducted him one night after a particularly fruitful night at the tables. He was covered with radioactive playing cards and uses them to this day as his weapon. (Well, you try and think of a better reason why).

NIGHTCRAWLER

A teenage Trekkie Nightcrawler took their teleport beam to heart, literally when it came out of the TV and hit him. To this day he has been able to teleport through solid objects on demand. He has been seen teaching this skill to David Coperfield.

X-Men is just slightly better than Andy reports. Les is about right, although I must say that his music taste indicates a rather chronic lack of synchronisation between his brain hemispheres.

Ade is still an utter git; he's not worth wasting more ink on. And Andy. Right. Andy's bitter, twisted nature stems from a compulsion to plagiarise. His inability to be original combines with his sad past which produces a distorted soul with laughable misfit tendencies.

Still, *X-Men* is an okay game, but not really worth the dosh. **JAMES LEACH**

THE TEAM IN FULL!

ROGUE

Has the power to fly and steal people's memories. Maybe that's why Ade never remembers to ask anyone if they want anything when he goes down the shop.

STORM

She manipulates the weather to create rain and wind. Ade just uses some unusual sandwich combinations from the shop down the road to create the same effect. (In case you hadn't noticed, this is Get at Ade Week).

ARCHANGEL

He also flies and fires metal spikes at people. Then they get the point. (*You are truly sad.* – Ed).

ICEMAN

Surprisingly enough fires ice at the ground. A pretty pointless weapon but it can be used to make bridges. This is extremely useful, it says.

GRAPHICS

Not exactly mind-blowing, pretty run-of-the-mill platform beat-em-up standard.

SOUNDS

Poor attempt at a rock intro tune but the in-game effects and music are okay.

PLAYABILITY

Use of extra characters and a few moves for each character makes it quite playable at first.

LASTABILITY

Big levels that need to be thoroughly explored to get anywhere. Gets a bit tedious after a while.

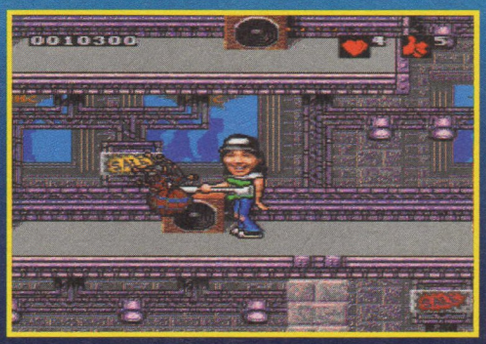
OVERALL

I expected great things of *X-Men*, but it sadly fails to deliver anything out of the ordinary. It's entertaining enough to play for a few goes, but it's just the same type of thing over and over again. This sort of game has been done to death and until someone comes along with some fresh ideas, any new games similar to *X-Men* will just be considered fairly average.

LES ■

JUDGEMENT 73%

FOR - SNES
FROM - T•HQ SOFTWARE
AVAILABLE - US IMPORT
PRICE - £45 APPROX
MEMORY - 8MBITS
STOP ■



This is Wayne, playing to an audience of a solitary bagpipe. These crop up all over the first level and cause you all manner of trouble.

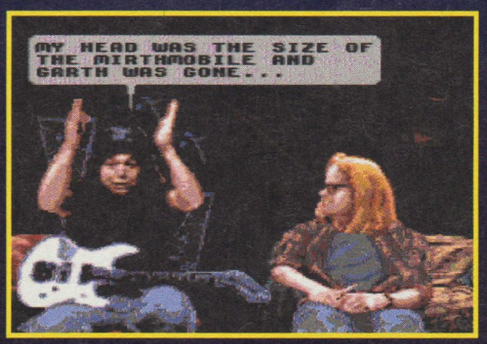
That stretched thing is a speaker and it says 'excellent' very fast. Just pump it full of guitar riff to put it out of its misery.

Oh yeah. Now I can really start to annoy everyone. It's Monday morning, it's 10.30, I'm your excellent host Adrian Price and it's time to party on everyone, schwing, excellent... not... (*Shut up this instant, Ade.* – All of the GM team).

Be warned, this game will make you blurt out such obscenities, making you the object of much hatred. The first thing that made me smile about this were the samples from the film. I won't repeat them, but all of the above are included, and pop up with every power-up. But after five minutes of this, that smile became a grimace.

The game starts off with Wayne and Garth on the TV show, doing all the silly things you love so much – it turns out that the entire game is one of their 'dream-sequences' with Wayne rescuing Garth from the clutches of the evil Zantor.

Each level takes place in a location taken from the film. First stop is the music shop where you're attacked by musical instruments. But it gets better, ooh yes. From the music shop you go into the 'donut' shop. You can pick up power-ups – you'll know when, because Wayne will shout "Exshellent" or "Schwing" and then you'll hurl. Wayne's guitar is his weapon and with it he can send out a 'riff' to kill his enemies.



This is the animated intros that precede the game and this is where the game starts proper. Wayne is doing his dream sequence bit.

As for the game's looks, well, Wayne is poorly animated and his head, stuck on his little cartoon body, looks as silly as that bloke's on the advert for The Sun on telly. The sound, sampled from the film, sounds great... for ten minutes or so.

I'm going to give this GamesMaster's highest score ever, of 98 per cent, which it really deserves... Shyeah right... *Not!* Spend £45 on this and you'll definitely hurl.

ADRIAN PRICE ■

WAYNE'S WORLD

We're not worthy, etc. This game isn't worthy, and if you pay loads of money for this, you'll be laughed at by all of your friends. You have been warned. Wayne's World is great... not. (*Never ever let that outmoded phrase pass your lips again.* – Ed).

WAYNE'S WORLD

GRAPHICS

Some of the digitised effects, like the show at the beginning are a little rough around the edges.

SOUNDS

I won't say *those words*, for fear of reprisals, but they have been mentioned and are quite funny really.

PLAYABILITY

It's quite difficult to begin with, but you soon get the hang of it and simply sail through later on.

LASTABILITY

It really gets to you and you'll just be sick after you've bought it. Nobody loves Wayne's World this much.

OVERALL

This isn't the first time, and it won't be the last, that a nasty game like this comes along and draws on the success of a film. It's a lot faster played on an American SNES. You really notice the slow-down on the English system.

ADE ■

JUDGEMENT 29%

LES THINKS HE'S A BIT OF A ROCKER BUT THE ONLY THING ROCK ABOUT HIM IS HIS HEAD. ALL THAT HEAD-BANGING SEE!

WOODY'S WORLD

FOR - AMIGA
FROM - DMI
AVAILABLE - NOW
PRICE - £25.99
MEMORY - 1MB
END ■

Oh, you've got to be kidding, please don't make me review this. I've had enough cute little things to last me a lifetime. I think *Woody's World*, may just push me over the edge (*Good* .– GM team).

If by now you haven't grasped that this game is: a) a cute game, and b) a platform game, from looking at the screen shots, then turn the page and read about something else. Okay, I like platform games, but when they're this cute... I'm sorry, can you pass the bucket please.

This game is reputedly the biggest game ever coded on the Amiga, so that's one redeeming feature. Certainly the levels are big and there are 60 of them, but the game is a bit dull with little to do. It turns out that Woody is a ruler of his world, hence the name, and he's some sort of elf. It's his job to go around and save all his buddies and that's about it.

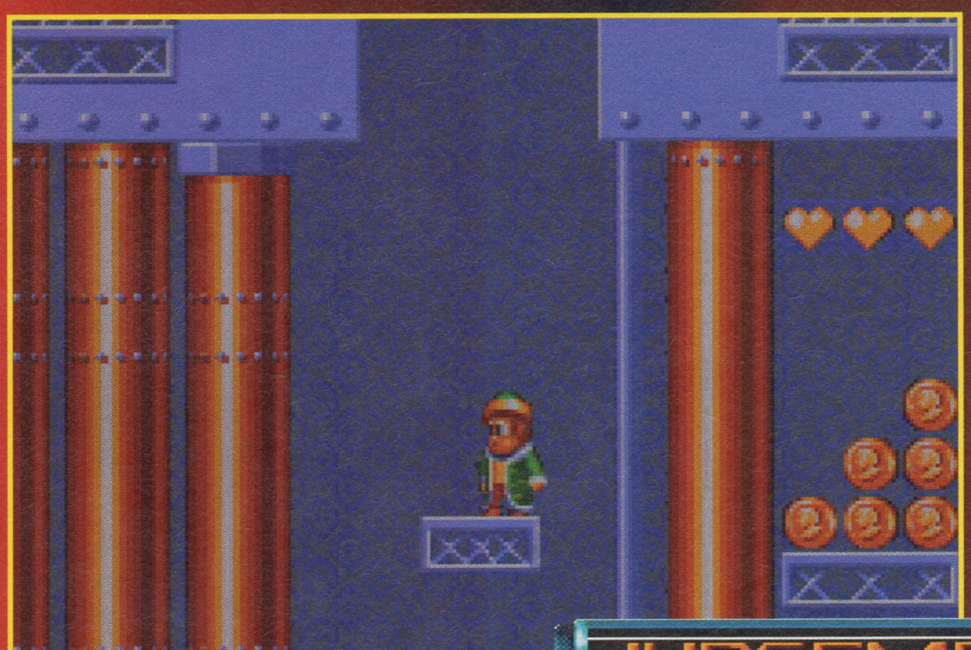
There are a few things that really bug me about this game. First, there is the way in which Woody kicks the bucket. If he hits a monster, or a steam pipe, his energy will continue to drop until you move away from it. But as it only takes about half a second for your energy to deplete, you don't stand a chance. The next irritating niggle, is the way Woody attacks. To start with he can't – you have to collect crowns and stars before you get a weapon, but as soon as you die, you've got to begin all over again.

Those are the two main things, but to be brutally honest, this game has nothing special. I'm sure if you like finding secret rooms, you'll like this, there are loads in here. But it's just another platform game that neither captures the imagination, nor the will to play it. I'm sure that a younger audience would go for this in a big way, but I'm equally sure that an older audience won't find the experience of forking out £26, much fun.

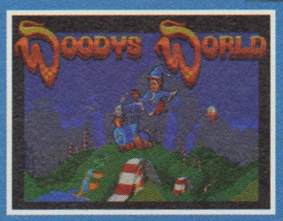
ADRIAN PRICE ■

Here's Woody standing on a platform, in a secret room. What a cack caption.

Take a look at this is the map of Woody's World. It's very big isn't it?



Yet another platform and yet more coins to collect. This game is full of stuff like this.



GRAPHICS
Cute, with a capital C. Nicely drawn graphics that are bright and very colourful.

SOUNDS
The inevitable poncy tune that plays through all cute games. After 20 minutes you'll be pulling your hair out.

PLAYABILITY
Run around and jump on cute monsters' heads. Then jump on some platforms and go to the exit.

LASTABILITY
Enormous, but too frustrating to keep you coming back for many more oh-I'm-dead humiliations.

OVERALL

This game may suit the younger audience who like this sort of thing. But I suspect not. There's none of the blood or violence that all these young children are supposed to like by the bucket load. But it's a big game and has quite a lot of secret rooms, so hopefully that should keep some people happy.

ADRIAN ■

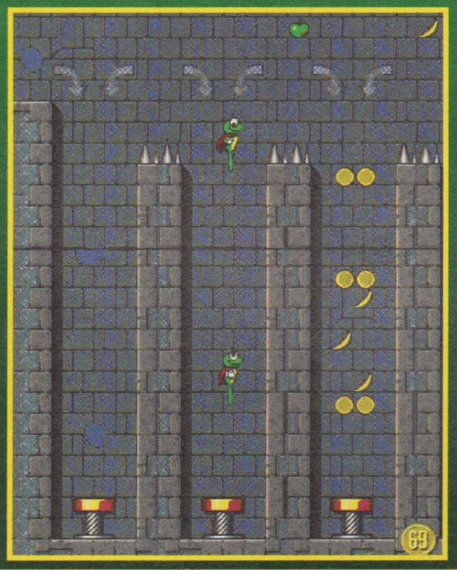
JUDGEMENT 49%

SUPERFRO

BOUNCY CASTLES 'R' US

Bouncing is a really important part of *Superfrog*. You must bounce a lot. I mean, only when there are things to bounce on, obviously. Otherwise it's just called jumping, I suppose. But bouncing it most certainly is, and no mistake.

This box hasn't been as good as I originally envisaged. Sorry about that. Still, it looks quite nice, I suppose.



The adjectival prefix 'super' once meant that whatever it was you were talking about had special powers, often as a result of some misfortune during infancy.

Then Nintendo decided that 'Super' meant, available for the SNES, and the world was plunged into turmoil. Now, thanks to Team 17, 'Super' once more means 'really good at jumping'. Hooray.

You are a frog who has been given amazing abilities. You can run quite quickly, jump things and swim. Just like a normal frog, in fact. So let's struggle on to the plot; there's a prince, a castle, some fairy-dust, magic toadstools and a member of the Avon and Somerset Drug Squad (just kidding). If you're really into plot-type stuff, there's an entire disk's worth, as well as the two game disks.

And once you've started, you'll quickly see that this is a platformer in the classic mould. You can run and jump, and, once you collect the right thing, fire stuff at people. Everything you'd expect, in fact.

Team 17 claim this game to be 'super-playable' and they're absolutely correct. It looks nice, if nothing really special, but the way it plays is quite marvellous. For once, here's a game with a brilliant difficulty curve. As you play, your skills improve at about the same rate as the game gets harder, so you're always being challenged, but never so hard that you find the game impossible.

If you're a seasoned gamesplayer, the inclusion of an easy mode will mean that you'll probably beat the game within a couple of weeks, especially if you write down the level codes as you go through. But on normal, you'll find it tough.

I reckon I've worked out what makes this game so bloody addictive; it's because you know you can do it when you really concentrate, but as soon as you stop thinking about it totally, you'll make a stupid mistake and end up losing a life. So you never get killed unfairly and you've only got yourself to blame when you do die.

I haven't mentioned much about what actually goes on because you'll be able to see it from the screens shown here. It really is just a platform game. There are things to jump, duck and avoid as well as

At the end of each successful stage you get the chance to gamble your points. Brilliant!

Do you seriously expect me to condescend myself to agree or disagree with the stupefyingly uninspiring and severely retarded opinions of James 'Githead' Leach? Folks, I'm sorry I have to break it to you – but this man used to work in a prison! He also supports Bristol Rovers – a team soon to be convincingly relegated. Now, it would be cruel of me to suggest that these two pieces of information ought to tell you everything you need to know about James' character and – ahem – talents... so I won't.

On to *Superfrog*... It's a slick and gloriously hectic platformer which, although it doesn't particularly drag the genre into any fresh territory, happens to be one of the jolliest and most competent efforts I've seen on the Amiga. The balance of speed and, erm, graphical prettiness is spot on. In fact, it's more polished and playable than a certain console game – also beginning with 'S'.

ANDY LOWE

If you thought cute games were out of fashion, think again, pal. I mean where have you been? What's the matter with you? Of course cute games are in fashion! What on Earth possessed you to think that they're out of fashion. Come on, get a grip! Now go away before we set fire to you.

I don't know what he's so happy about; he's just landed on that spike and died. Silly frog.

OG

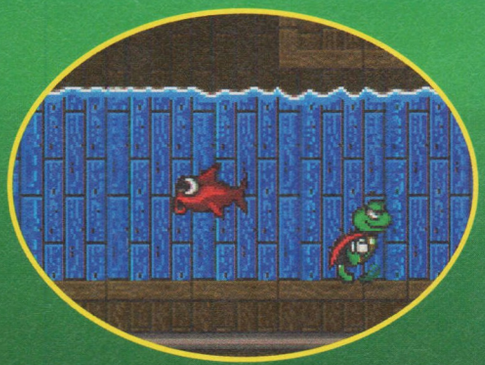
FOR - AMIGA
FROM - TEAM 17
AVAILABLE - NOW
PRICE - £25.99
MEMORY - 512K UPWARDS
STOP ■

OPTIONS - 3 OR 7 LIVES
LEVELS - 5 BIGGIES
DIFFICULTY - 2 SETTINGS
PLAYERS - 1
SAVE GAME - PASSWORDS
END ■

loads to collect. You've got to get a certain number of coins before you're allowed to leave each level, and there is usually only one route available to you, making it clearer but still tricky.

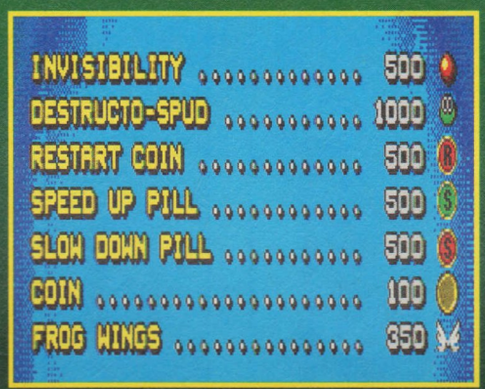
So that's about it, really. What else can I say? There are five levels, each split into mini-levels, making about 20 in total. Restart points are well thought-out, so you're never more than a hop away from one when you die. Whilst we're on the subject of living and dying, you can choose between three and seven lives, as well as easy or normal setting.

And that's it. *Superfrog* is a great game, with oodles of play in it. It's not an amazingly original idea, but it's still a lot of fun. **JAMES LEACH** ■



Being a frog, our hero can swim. But not if the water's boiling and folk are waiting to eat him.

These second opinion boxes normally start off with me saying something nasty and horrible about one of the other reviewers. But I'm above that. Except when James said I had dancing trophies, the complete and utter git. And anyway I think Andy's said enough about James so I'll leave it at that. Anyway *Superfrog* is, as James so correctly says, a great game. The combination of the nice and colourful graphics, coupled with the great platform hi-jinks, make this a really nice game. Overall then, a good game that has been polished, probably with Mr Sheen.
ADRIAN PRICE ■



The game even gives you details on the collectables you'll find. Tsk. Programmers, eh?

GAMES MASTER TIP

GREETINGS!
There are many hidden passages and rooms in Superfrog. If you're near a dead-end of a large section of solid wall, try jumping and pushing against it. Here is such a secret room, complete with all manner of collectable goodies and sweetmeats.

GRAPHICS
Not bad. The sprites are beautfully drawn but too small. If you've got a monitor you'll be laughing, but on a TV it's a tad mediocre.

SOUNDS
Marvellous music, stunning spot effects make magical *Superfrog* superb (*Any more alliteration and I'll stove your ribs in.* – Ed).

PLAYABILITY
I heard someone saying that *Superfrog* was 'fandabidozi'. The truth is, it is really quite excellent to play.

LASTABILITY
It's slightly samey, and there have been lots of not-unsimilar games . But it's big (two disks) and there are tonnes of things to see and do.

OVERALL

Superfrog has taken the platformer as far as it can go. The sprites are possibly too small but the game is big and it plays really well. If you're after something to see you through the summer, and you want it to be a cute platform game, buy this.
JAMES ■

JUDGEMENT 90%

WATCH OUT FOR OUR IN-DEPTH LOOK AT THE NEO GEO NEXT MONTH.

FOR - NEO GEO
FROM - SNK
AVAILABLE - NOW
PRICE - £185(!)
MEMORY - 74 MEGS
END ■

Oh – okay, then. Best not interfere... I'll just switch off the machine. What a waste of £185.

Unfortunately, the above picture has been deemed unsuitable for publication. Oh...

SENGOKU 2

Right. It's the age of Sengoku. Apparently. A malevolent deity materialises in the sky and absorbs power from "the evil side" in order to execute his sinister and deadly ambitions. Now, apparently, this deity sets about crushing the surrounding countries and... and...

Oh, it's a scrolling beat-em-up, okay? You take control of a really rather hard sword-wielding, shape-shifting geezer and set about slicing up the loathsome cronies of the aforementioned malevolent deity. When you've finished slicing, you stomp on the pieces, mock them in front of their owner's mates and, occasionally, extract a power-up.

Yep, it really is that violent. Although the game is ruled by the familiar, silly cartoon-like anarchy, the slash option ('B' button) executes a lethal horizontal swipe which proceeds to graphically bisect the luckless enemy, causing his upper torso to collapse pathetically in front of his, erm, leg section. Over the top? Probably – but *Sengoku 2* is an arcade quality punching, slashing and biting (more on that later) experience which gloriously plays up to the tradition of aggressive weapon-based martial arts.

It's this business of shape-shifting that slightly sets it apart from its countless genre-cousins. If you're growing a little weary of the slightly fey chap with the greasy hair, simply hit the 'D' button and select the, erm, Ninja Dog character. Then, it's all hearty chortles as Mr Dog bounds around, felling the baddies with his rabies special move and (this is true, I swear it) releases small, devilishly aggressive puppies who scamper over and harass the shins of meanies until they keel over from sheer frustration.

The action progresses as your character/s travel forwards through time – on the fuselage of warplanes, on horseback – carving up increasingly diverse minions, meeting the usually incongruous end-of-level bosses – before finally confronting Mr Nails himself. This is fist-in-the-mouth, heads-being-lopped-off violence all the way – and if that's your 'bag', you won't be sobbing too loudly at the gaping hole in your wallet.

But, for all the garish flashiness and relentless noise-attack, there's very little here that you couldn't find in something like *Streets Of Rage 2* or *Final Fight* and, for a cool £185, you'd be forgiven for expecting a few original ingredients to be chucked in.

Sengoku 2 is competent and highly playable, but hardly the perfect advertisement for the Neo Geo's real abilities.

ANDY LOWE ■

"Soon you will feel the force of my fists!" "Oh, do be quiet and have a taste of flashing steel."

CHARACTER ASSASSINATION

CLAUDE YAMAMOTO
Or "Nails". Swings his sword carelessly, carving up helpless citizens.

NINJA DOG
Token comedy character. Bites and scratches. Breaks wind at embarrassing moments.

NINJA
Yes, you guessed it... He's a ninja. He kicks and punches people very hard... and wears a stupid mask.

TENGU
Old git with a pole. Hits people with it. Throws it occasionally. Erm... That's it. Sorry.

GRAPHICS
Huge, showy and fabulously animated. The Neo Geo's graphical specifications make this kind of thing a bit of a doddle, though.

SOUNDS
Blaring music and sharp, aggressive samples. I particularly enjoyed the spooky scene-warping effect.

PLAYABILITY
As with other beat-em-ups, the action is strictly limited to frantically pressing a particular button at a particular time.

LASTABILITY
Only three major time-zones with lots of leaping between levels. The lack of a decent one-on-one duel mode is a disappointment.

OVERALL

At this price, *Sengoku 2* simply doesn't come anywhere near to being decent value. Nestling beneath all the flashy visuals is a distinctly ordinary beat-em-up which is fun and compelling for a while, but which will, in the long term, leave you feeling a little cheated.

ANDY ■

JUDGEMENT 68%

LORDS OF THUNDER

FOR - PC ENGINE DUO
FROM - HUDSON
AVAILABLE - IMPORT
PRICE - £54.99
MEMORY - CD ROM
END ■

Lawrence of Arabia never had it this bad. Still, he's dead and I'm not. Not yet anyway.

Time for a quick amble in the jungle foliage. Meet the local wildlife and get killed by them.

In issue two, we featured the CD games machine the PC Engine and gave you a glimpse of a fantastic shoot-em-up *Gate of Thunder*. We were playing this in the office for weeks, and still are. But now, to our delight, the sequel *Lords Of Thunder* has arrived.

This takes the concept of shoot-em-ups to the limit, and beyond. Never before have I seen a blaster that has sounded or played this well – it smacks of arcade quality action. If you've got a SNES, Mega Drive or Amiga, you might already be thinking, "Well, we've got some good shoot-em-ups of our own." But let me be the first to pop that little bubble. Nothing comes close to this.

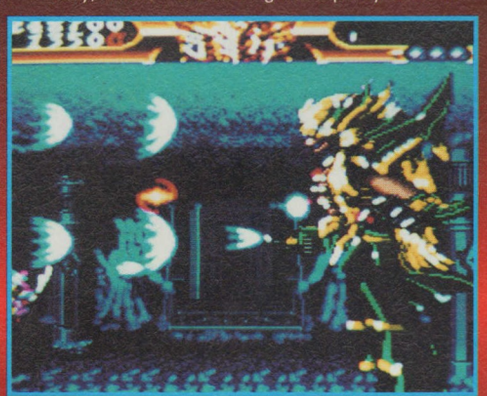
Okay, so the fact that it's good is partly down to the fact that it's on CD, but the only shoot-em-up that even comes close to it is *Sol-Feace* on the Mega CD and, to be honest, that's more like solid faeces. As for the CDTV, there are really no contenders in that camp. And we will have to wait and see what the Nintendo CD has got lined up, but, for now, this is the best home shoot-em-up you're gonna get.

The speed of the action is phenomenal. Loads of sprites zipping across the screen and all the time your shields are plummeting towards zero. It is a sure-fire bet that you'll die early on, no matter how good a gamesplayer you are. There are three difficulty settings and, for once, there is no wimps-only easy setting. Normal, hard, and super, will keep you playing for a long time – even on the normal option, you're going to have trouble.

Set over seven levels, *Lords of Thunder* is similar to that old game *Forgotten Worlds*, in which you fly around, shooting lots of alien attack waves and spend obscene amounts of money in the shop. But if you've got this game, don't imagine that it's anywhere near as good as *Lords of Thunder*, because it's not.

Yep, I love this game, it's great. The sound is CD quality rock music... according to Les. I prefer something a little faster like The Prodigy, but Les says it's rock, so it's rock. It all makes the game really rock hard (it had to be said). This really is one of the best shoot-em-ups I've ever played. And destined to become a classic.

ADRIAN PRICE ■



Oo-er, this doesn't look good. One life bar left and boss man is gearing up for a massive push.

This is one of the bigger end-of-level bosses, and he's a real nasty piece of work.

These are the various suits of armour that you can wear. They endow you with different skills.

GRAPHICS
The usual chunky graphics of the Duo, although most owners will accept this as being very good. Nice and colourful.

SOUNDS
The CD sound pumping out of your speakers takes the game up a notch from your 'average' shoot-em-up. Quite brilliant.

PLAYABILITY
Nice and hard for all you gameplay freaks. There's enough action to keep you going for many weeks.

LASTABILITY
I can see myself playing this for the next couple of months, and I reckon you will too.

OVERALL

I want this game to have my children. I've never found a shoot-em-up so like an arcade game that I've wanted to play it for this long. It really is a perfect game, although a bit hard – the toughness of it adds to the overall appeal. Most of us here like it.

ADE ■

JUDGEMENT 90%

FOR - AMIGA
FROM - DMI
AVAILABLE - NOW
PRICE - £29.99
MEMORY - 1MB
END ■

Hmmm. This could be considered racist, but the coders seem to take the mickey out of everybody in the story, so it's not so bad.

La Femme struts confidently onto the centre stage of the Hot Sushi bar in downtown Tyoko. Not Tokyo, that's quite different.

NIPPON SAFES INC.

Hmmm. *Nippon Safes Inc.*. At first, I thought it may be called 'Nippon Saves', a story about the first Japanese goalkeeper to play the World Cup, or 'Nikon Sales', the story of the world-beating camera manufacturers. However, Nippon Safes it is.

While *Nippon* isn't up to the standards of, say, *Monkey Island 2*, it can hold its own in comparison to most graphical adventures. The plot is a tad weird, but all you need to know is that it has three main characters, a nerdy computer expert, a beautiful blonde bimbette and a dumb ex-boxer. Choose one of these, then try to find out about a 'shady character' who is lurking about in Tyoko. Er, yes, that is meant to be 'Tyoko', as opposed to Tokyo. Actually, while we're on the subject, the game (and the manual) are littered with mistakes. To give you one example: during the game you are given a crowbar and a small radio, and offered the command "Dismount the radio." Dismount? Surely you mean dismantle? It seems the 'translator' from the native Italian was equipped with the wrong half of an 'English-Italian; Italian-English' dictionary.

DMI have tried to be as original as possible with Nippon, particularly in the graphics, which are cartoony and fun. The gameplay changes depending on your character, in a similar style to US Gold's *Indy 4 Adventure*. That means there are three adventures to play, with three different solutions.

Just under 30 quid is a lot of money for an Amiga game. There is no doubt that there are better adventures around, but if you have them already you could do worse than this... **ANDY NUTTALL** ■

The infamous Femme Fatale confidently wiggles onto the stage, preparing for her "pièce de resistance"...

GRAPHICS
Good cartoon-like style, with some neat original touches, such as fading n each graphics screen.

SOUNDS
The Amiga's capabilities are sadly underused, reduced to a few spot FX and the odd tuneless ditty.

PLAYABILITY
Everything is icon-driven, so it's easy to get to grips with. A little slow, and a bit too linear at times.

LASTABILITY
Three different characters require three different solutions. Should hold your attention for a few weeks.

OVERALL

The Italian coders have blessed *Nippon Safes Inc.* with a good sense of humour, which really saves it from mediocrity. The controls are pretty intuitive, and the design tries its best to be original. It comes on five disks so it's useful to have either an extra floppy drive or a hard disk if you don't like swapping the floppies. Thirty sovs may be a lot, but it's almost worth it for the spelling mistakes alone.

NUTTS ■

JUDGEMENT 70%

BIO METAL

FOR - SNES
FROM - ATHENA
AVAILABLE - NOW
PRICE - £45
MEMORY - 8MBIT
STOP ■

This is the sort of frenzied action you will get in *Bio Metal*. All of this action moves really fast. Later on though, it tends to slow down.

Here are some nice power-ups for you on level two. Well meaty.

Look at the slow down in this picture. It's so slow, it's stopped.

There are so many shoot-em-ups on the market that any new releases really need to have something special to beat the competition. *Bio Metal* certainly has some redeeming qualities about it, but it's no world beater.

When you're playing level one for the first time, you begin to see how hard the game is, even when it's set on the easy level. There are aliens pouring onto the screen at such a rate, that it's often hard to tell what's going on. At the end of the level, a Mode 7, big boss comes onto the screen and subjects you to more of the same.

This is beginning to look like a great game. Then, on level two, yet more aliens fill the screen, but unlike those on level one they're all very slow. Yep, I'm afraid the SNES slowdown rears its ugly head once more.

It isn't a major problem, but is annoying, and spoils an otherwise alright game. The game just tries to be a little over-ambitious. Too many aliens whizzing around might look impressive, but when you're playing, it just feels like you're wading through porridge.

It is a good challenging game, that tested *even* me. (*Modesty never was your strong point*. – Ed). It looks good and smells good too. **ADRIAN PRICE** ■

Say hello to Mr end-of level boss. He's mean and nasty and has a lot of bullets spewing from him.

This is your shield in full effect. There are a lot of nasties that look impressive in the picture. But hey, that's photography.

GRAPHICS
Very nice Mode 7 effects and lots of whizzy sprites all over the shop.

SOUNDS
A nice little tune plays throughout, but nothing special. The explosions are a bit weedy.

PLAYABILITY
If you adore shoot-em-ups, you're bound to like this. On easy level it's hard. I didn't dare try the hard level.

LASTABILITY
Before it breaks you, or you break it? It's a bit tough and you might get frustrated with the repetition of the levels.

OVERALL

A nice scrolly shooty game, but nothing special. Oh yes, the game cannot possibly smell nice because its made out of plastic. I was just trying to say something a bit different, okay? (*No, not really!* – Ed).

ADRIAN ■

JUDGEMENT 64%

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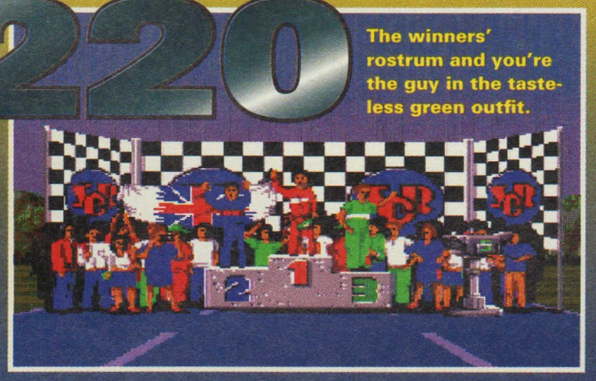
FOR - MEGA CD
FROM - SEGA
AVAILABLE - NOW
PRICE - £44.99
MEMORY - LOTS
STOP ■

And they're off! Well, when I say "they", you'll have to take my word for it as I got pole position and now you can't see any of the other cars because I'm in front. But believe me they're breathing right down my neck.

JAGUAR XJ220



The winners' rostrum and you're the guy in the tasteless green outfit.

"Honest it's brill, you get the chance to burn rubber in races all around the world in one of the fastest production cars ever built, and it's going to be fab using all that new CD technology and stuff."

These are the words of our much esteemed (and not ugly at all) editor, Jim, as he handed over this CD and told me to review it. Now, knowing our Jim, I thought I'd better play this before writing the review (he's a stickler for tradition) and so I nicked the office Mega CD and settled down for a quiet night in, burning rubber (not forgetting my half-hour break at around 7.30, it was Monday after all).

The trouble is, as the night wore on and the sky began to darken, *Jaguar XJ220* was getting all the more unplayable. If you're going to make a racing game about a top-class car, then a few things should definitely be in working order. For instance, if you're sliding around a corner at 190mph, you'd think that by slowing down to a comparative snail pace (90mph) you would then stop the slide, have more control of the steering and pull the car back on track. Not too much to ask, is it? Well, looks like it was.

This wouldn't be so bad, but these tracks are twisty little buggers and hitting a signpost at 90mph will do some serious damage to your speed and your shiny car.

Still, there are always those nice CD graphics to look at... well actually, there aren't. Bland tracks, dull scenery, and if this is the best sprite scaling the Mega CD can come up with, then it might as well give up and go back home to Japan.

There are loads of tracks, a (dodgy) track editor, fabulous sound, but no real control over the car and just nothing to lift this above *Out Run* territory, if you've got a Mega CD, buy *Lotus Turbo Challenge* instead – it's a lot better. **PAUL MELLERICK** ■

See those little white dots on the screen? No, it's not a badly corrupted grab, it's the game's idea of rain. Fantastic, eh?

There's just no pleasing some sprites. You did your best, finished fourth in a very tough race, earnt yourself $18,000 and he's still grumpy.

GRAPHICS
Some nice stills and the screenshots do look good, but the movement and scaling are just so dodgy.

SOUNDS
Nice 'driving' tunes which sometimes even border on the pleasant side. Aaah!

PLAYABILITY
Driving games are easy to get to grips with, but getting round the courses is more of a rush hour slog than a Sunday drive.

LASTABILITY
You can save your game, there are loads of tracks (at least three) and there's a nice competition. But the game is dull...

OVERALL

The CD aspect of this title is a little misleading. Sure, it *comes* on a CD, but that's about it really, with very little evidence here of tricks that you wouldn't expect from a normal cartridge game. More annoying than the apparent lack of envelope-pushing is the frustrating lack of control you have over the car. Not quite the flashy showcase for a new system I expected.

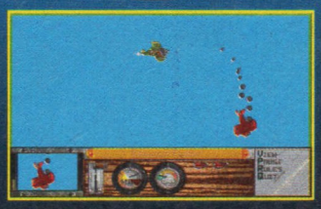
PAUL ■

JUDGEMENT 60%

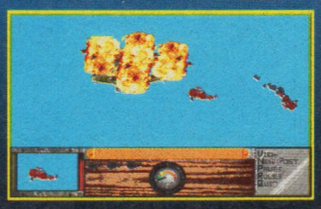
FOR - AMIGA
FROM - MICROPROSE
AVAILABLE - MAY
PRICE - £39.99
MEMORY - 1MB
END ■

THE ANCIENT ART OF WAR IN THE SKIES

That wiggly line is the Front. You know, trenches an' that.



Eat terra firma, evil German ace flier Red Baron Nazi type.



If your bomber gets attacked, it'll turn into big bits of toast.

I can't decide whether the title is supposed to be humorous or not. Everybody knows war in the skies isn't particularly ancient, but perhaps we're all missing some incredible pun. Still, I'll move on.

The game is a strategic/tactical jobber, loosely based around the mystical wisdom of Sun Tzu, a wrinkly Chinese geezer. There are two sections – one actually enables you to whizz around the sky in your little biplane, shooting stuff or bombing, if you've got a big enough biplane; the other is a mappy 3D display in which you send out your forces on intercept and strike missions.

The flying bits are a diversion from the usual MicroProse vectorisms, in that it's a sideways-viewed affair, and you must twist and turn, swoop and dive in order to get your foe in the sights. If you're bombing, you must edge yourself over the target and release at the right moment and so on.

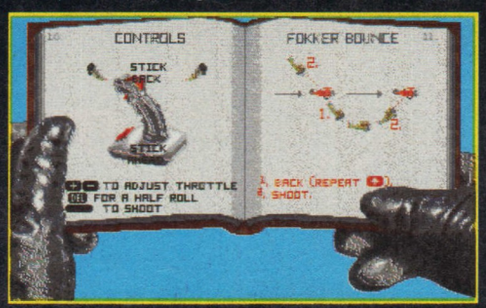
The tactical bit is very point-and-clicky, with your crosshairs scrolling over the battle area to select targets, assign missions parameters and blast Germans out of the sky. As well as simply annihilating them, you must strike at their production facilities in order to prevent them building more planes. It's a neatly-balanced wargame, in fact.

It's got a similar historical feel to *Knights of the Sky* or *Battle Lines*. But this works in its favour; there's nothing particularly complicated about it all, but in order to win you must be quite smart and, ideally, master both the air combat and the tactics.

Graphically it's not pushing your Amiga, although there are some lovely static screens. Sounds, too, are, er, quite removed from the horrors of war and death. (Probably a good thing).

There are about ten campaigns you can get stuck into, and obviously they get harder as you progress through them. Each has a different map, and some will see your gallant knights stretched to the utter limits as they try and repel the orcs, er, Germans which come swarming over.

It's a bit weird is *The Ancient Art of War in the Skies*, and it could well do without the off-putting Chinese element, but once you get into it, you've got a playable and varied game. And just to make sure you know, it's not a sim, it's a wargame with shoot-em-up sections. All right? **JAMES LEACH** ■



The Fokker bounce isn't something you're worried about your neighbours hearing – no it's one of the rock hard tactics Sun Tzu teaches.

On this scale map you move all your planes around, shooting baddies down and bombing factories.

Use that handily-shaped German cross as a target thing.

GRAPHICS
Atmospheric screens, cutesy combat scenes and some big maps to round it all off. Not technically amazing, but not meant to be.

SOUNDS
Atmospheric clanks, rattles and dagga-dagging, adding to the enjoyment, but without scaring your shell-shocked Great-Uncle.

PLAYABILITY
The wargamey bits are fun (especially when your aces clobber his righteously). The fly-it-yourself bits are a laugh, though simple.

LASTABILITY
What's here is fine, although you might tire of the rather simplistic flying bits and concentrate on your overall bombing strategies.

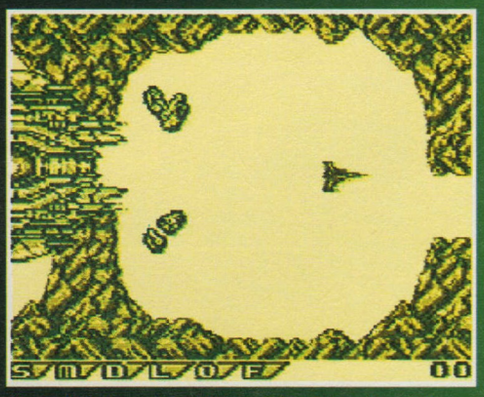
OVERALL

Don't be put off by the bizarre title or the wacky Chinese guy who appears during the intro. This is quite a fun game, with two distinct elements. You might not like the flying and bombing, which is rather simple, but overall the whole thing is a bit of non-sim fun.

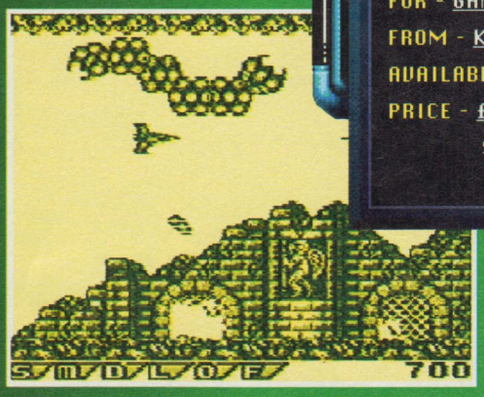
JAMES ■

JUDGEMENT 81%

WHY HASN'T ANYONE MADE A REALLY GOOD THIRD WORLD WAR FILM, WITH LOADS OF TANKS AND STUFF?



Ha ha! He'll never follow me in here. Hmm? Wha... OMYGOD!



You may be rock 'ard, but some things in life are indestructible – this snake is one of them.

NEMESIS - THE RETURN OF A HERO

FOR - GAME BOY
FROM - KONAMI
AVAILABLE - NOW!
PRICE - £25
STOP ■

Nemesis – The Return of a Hero is all about guns, bigger guns, and other things that are big and blow stuff up. This may put you under the impression that you're flying a Tomahawk Cruise missile with optional extras, but, it's just your average state-of-the-art starfighter.

The scenario is the only easy part of the game to explain: you blast your way through the levels, five of them to be precise, and toast the big 'n' nasty dude at the end of each. What could be easier? Possibly over-throwing a very large and corrupt government.

Forget the R-Type games. This is the shoot-em-up to end 'em all! The bad guys don't leave you alone for a second, and the six-strong assortment of power ups, well, 'Way-hey', as Eric Morecambe used to say. This is a great game! **JAMES BEAVEN** ■

OVERALL

I thought we'd seen everything in the shoot-em-up category, but obviously that wasn't the case. This is an excellent sequel to the original, capturing all the atmosphere and hand-sweatability of its predecessor.

JAMES B. ■

JUDGEMENT 90%

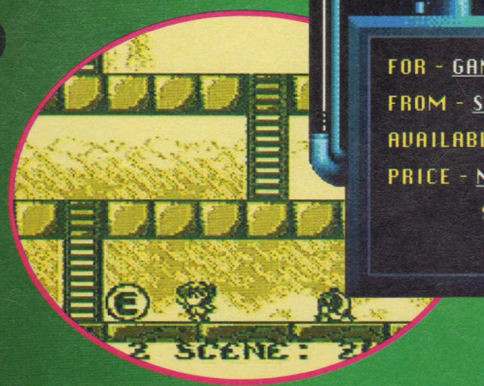
RODLAND

FOR - GAME BOY
FROM - STORM
AVAILABLE - £24.99
PRICE - MAY
STOP ■

According to the history books, this game is a classic. It appeared on the Amiga many moons ago and was, apparently, the game to have.

Right, here's the deal. You're mum's been pinched (ahem) and locked in a tower. You've got to get her out. You're armed with the Rods of Sheesanomo which allow you to fling nasties around in a Joe Jitsue kinda way. If you fling them enough times, there's a power-up in it for you. Oh, another thing, you have a ladder in your pocket for getting around the higher platforms to reach the edible flowers for extra lives.

This is brilliant! Everything about it is perfect for the GB. The sprites, the puzzle platform action, the speed, it's all soddin' great! **JAMES BEAVEN** ■



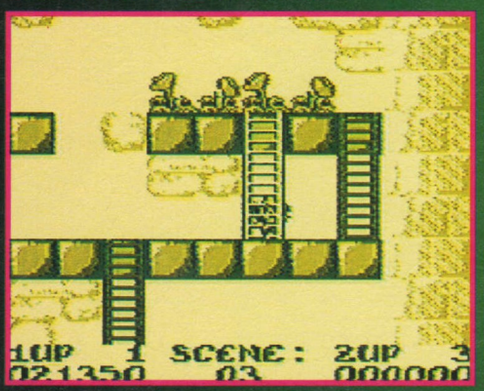
Once you've grabbed all the flowers, the nasties change shape and you can throw 'em about to get letters. For extra lives, pick up letters to spell 'extra'.

OVERALL

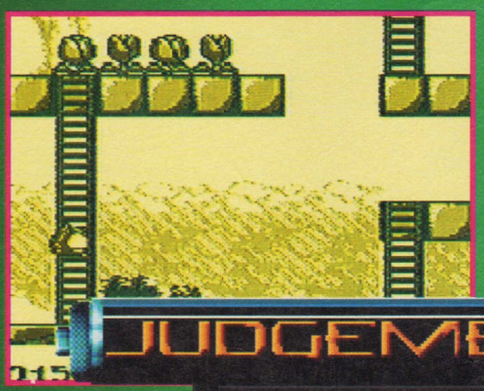
Rodland has captured the *Parasol Stars* element and developed it. The play area's bigger and the challenge is about ten times greater. This sort of puzzle platformer is just what the Game Boy does best. *Rodland* is destined for more success.

JAMES B. ■

Fancy doing a spot of DIY along the way? Luckily, these chaps pack ladders in case you see a little job that needs doing.



When you fling a nasty about, he'll turn into a power-up or weapon of some kind – like this dead nifty flame thing.



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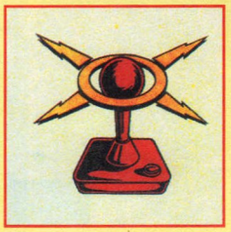

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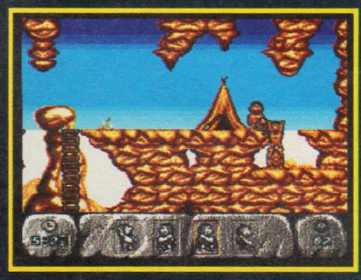
REVIEW SHORTS

The word short is interesting. Not only does it mean "little review", but it means "rude" as in "Jim was short with me today." It also means an accidental connection between two electrical points. And as we know, Lam is short, and I'm short of a few quid at the moment. So there's a whole world of fascinating short things, really.



Humans – **Can't live with 'em, but if you kill them you go to prison.**

Right. That's the boring bit over. We'll start with **Super Battletank (Mega Drive)**. You must beat 10 missions' worth of T-72s and Hind choppers by driving your M1A1 Abrams around and shooting them. It looks like a strategy game but in fact it isn't; and worse, it isn't even an arcade game either. It's a sad mixture of neither, and it's too easy as well. Don't bother with it. **45%**.

Billed as the first proper flight-sim on console, **MiG 29 Fulcrum (Mega Drive)** certainly looks both detailed nicely-graphic'ed. It's fun to play, if a bit fiddly, and there are lots of missions. Not bad, but you'll need to be a joypad whizz to be able to get the most out of it. **80%**.

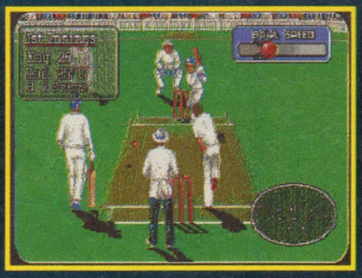
Master System owners have probably been waiting for a decent beat-em-up for ages. And sadly, **Renegade** isn't it. There is some hugely crap animation; the sprites are dreadful and the collision detection shabby. I mean, what the bloody hell is all this about? Do MS owners have to wait for *Streetfighter 2* to see a half-decent game? I suppose they will. **27%**.

The Addams Family 2 (NES) is a fairly standard but still suitably chunky, polished and generally amusing game. The hidden levels and refreshing little gameplay quirks cause the game to bulge with more passion and ferocity than Patrick Duffy's trousers. Control Pugsley! Pick up the power-ups! Die occasionally! Complete a level and move on to the next one occasionally! A lovely, lovely game which heartily deserves the 98% rating what I'm going to give it. Actually, I'm going to give it **79%**.

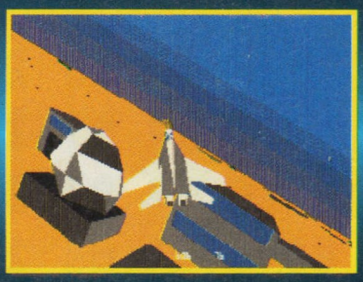
Without pausing for even the smallest breath, we move on to **Battle of Olympus (Game Boy)**. Nothing to do with sportswear or cameras, it is in fact a platformy quest of epic proportions. And great fun it is too. As well as jumping and slashing with your sword, you can talk to folk and glean info, so there's a slightly puzzly element in there too. Lots of fun and probably historically very inaccurate into the bargain. **81%**.

As we creep stealthily towards summer, a young person's thoughts turn to cricket (and sex as well, obviously). **Graham Gooch World Class Cricket (Amiga)** is a game which should please fans. It's got fun graphics of people dressed in white, it's got runs, it's got wickets and everything. It's a good representation, and thus very boring to everyone who doesn't like cricket. **70%**.

Without even pausing to do up our flies, let's move on to **Humans – The Jurassic Levels (Amiga)**. This gives you a further 80 levels of evolutionary mayhem, and the idea, as always is to guide your little characters through the pitfalls of progressive civilisation. It's a bit like *Lemmings*, but is lacking the addictiveness. Gradely, as people stupidly say in Yorkshire. **68%**.



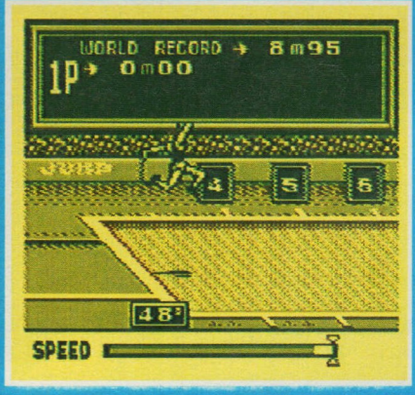
"Cricketers do it on grass." I saw that on a car window sticker once. In Shepton Mallet, of all places. I used to work there, you know. In a prison, of all places. Honestly.



**There once was a pig,
Whose name, it seems, was MiG.
And he danced a little jig...
(It's hardly Keats, is it? And you've wasted a caption on this crap. – Ed).**

BOY RACER

Based on crusty old coin-op of the same name, **Track and Field (Game Boy)** has 11 sparkling events (100 Metres Dash, Hammer Throw, Pole Vault and so on...) Lots of rapid alternate button pressing, but the events are varied and challenging. You can practice all the events individually or just go through them all in competition mode. Should you be suitably affluent to own two copies of the game, you can link up with a friend's Game Boy and enjoy some mutual button-tapping. It's excellent. You'll look a bit stupid on the train, though.



GAMESMASTER TIP!
Avoid blisters. Use a biro and vibrate it across both Game Boy buttons. Great and everything. **90%**.

Now come on. What is all this about? I mean what is going on here? Some bloke looks like he's jumping in the air over what can only be described as sand. Weird.

DETAILS

Super Battletank	**Mega Drive**	Absolute Entertainment	**£34.99**	Available now
MiG 29 Fulcrum	**Mega Drive**	Domark	**£39.99**	Available now
Renegade	**Master System**	Sega	**£29.99**	Available now
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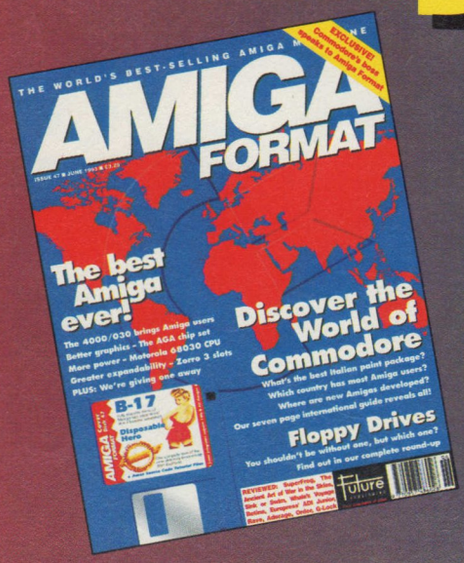
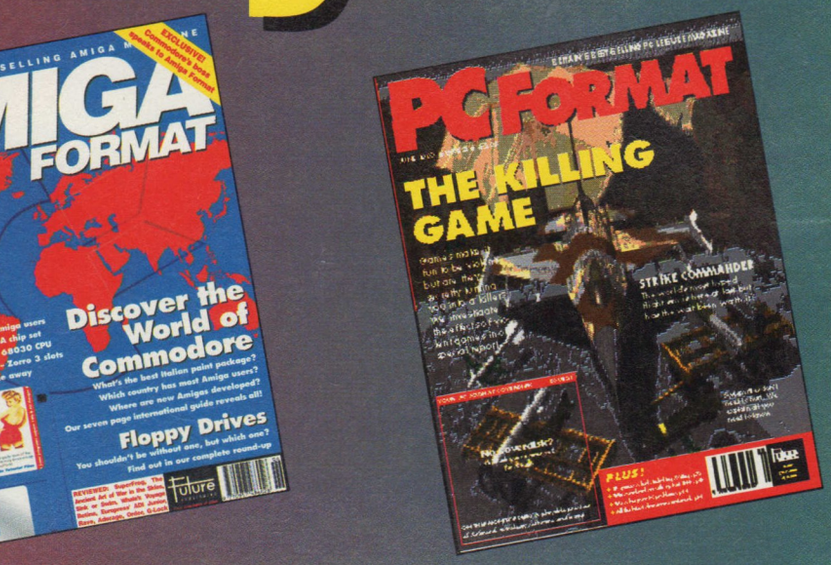


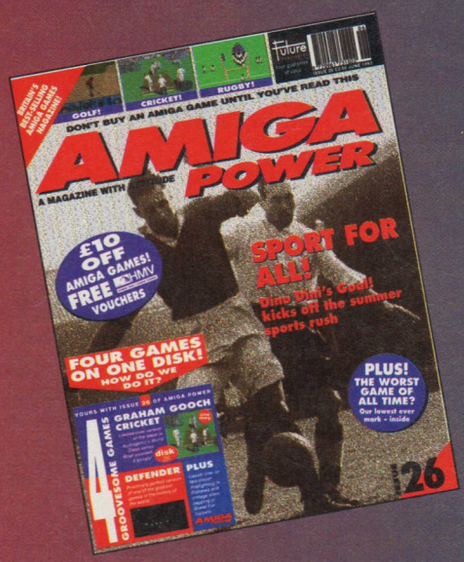
AMIGA FORMAT

The world's best-selling Amiga mag takes a trip around Commodore's global conquests to see how the Amiga fares in every country. On the coverdisk there's a demo of MicroProse's World War 2 humdinger B17, and you'll find reviews of SUPERFROG, WOODY'S WORLD and WHALE'S VOYAGE. Plus, a special report from the World of Commodore Show in New York.



PC FORMAT

The world's most hyped flight sim has finally arrived. STRIKE COMMANDER is unleashed onto the PC. See it in this issue of PC Format, which also includes a review of the nastily addictive LEMMINGS 2, and a curious horror role-playing game called THE LEGACY. On the coverdisk you'll find a demo of ROBOCOD and there's a big feature on video game violence, and, erm, astrology.



AMIGA POWER

The first ever review of Dino Dini's GOAL! appears in this month's sports special. And watch out for the worst ever Amiga game, reviewed in all its bleedin' awful glory. On the coverdisk there are four great games (including DEFENDER), and we're running a feature on cutesy affairs. Plus a budget games special for these rum old times. Your attitude-oozing issue is out now.

TOTAL!

Nintendo owners can look forward to an ALIEN 3 special with reviews for the NES and SNES, as well as a Game Boy player's guide. There are reviews of SILENT SERVICE (NES), an ancient but excellent sub sim, BUSTER BUSTS LOOSE (SNES), a Tiny Toons type thing, and DARKWING DUCK for the Game Boy. Plus, a round-up of all those SNES baseball games from the US.

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ST FORMAT

It's a bumper games special this month in Britain's biggest-selling Atari ST magazine. For a start, there's a huge run-down on all things adventuresome, including role-playing games, graphic adventures and some old classics. And, on the coverdisk, there's an impressive playable demo of LEGENDS OF VALOUR. Big reviews for SLEEPWALKER, TEST CRICKET and COHORT 2 top off a great magazine.

SUPER PLAY

The complete 100 per cent guide to STARWING (or whatever you want to call it) and loads of help for players of BATMAN RETURNS. On the reviews front we've gone for some of the best driving games on the scene including NIGEL MANSELL and EXHAUST HEAT 2. A great compo with bags of goodies is in there and a review of the wonderful shoot-em-up POP 'N' TWINBEE. Super Play is a must.

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GAMES MASTER

MEGA

Yep, it's here again. STREEFIGHTER 2 for the Mega Drive is previewed, picked at and generally prised open. Find out all about it in the country's top-selling Mega Drive mag. Also, don't miss this issue's 13 reviews including JUNGLE STRIKE, X-MEN, COOL SPOT and FLASHBACK. The cover-feature is a budget games special – find out which are the best bargain buys.

SPECIAL FREE BOOK

THIS MONTH'S SPECIAL!

SEGA POWER

STREETFIGHTER 2 is unveiled for the Mega Drive in all its glory. You really don't want to miss this issue because there's also a free 100-page tips book covering all Sega systems. Up for review are FATAL FURY, BATTLETOADS, POPULOUS 2, COOL SPOT and CAPTAIN PLANET. This could be the best issue ever...

PLUS! An in-depth look at the Miracle keyboard system – could it turn you into the next Stevie Wonder? And FLASHBACK gets the famous Sega Power treatment. Hurrah!

COMMERCIAL BREAK

Argh! No more! Stop the avalanche of amusement. Cease the cavalcade of carts, the deluge of disks, the storm of software - *(Would you like to get on with the intro please?* - Ed). Er, okay. It's time we took a brief break. But don't go away. We'll be back in a couple of pages with a treasure trove of tips, a galaxy of games guides *(steady)* and, er, some letters. But in the mean time, why not make use of the bargain-related ads on the following pages? Simply use our helpful guide and hours of trouble-free armchair shopping will be yours.

And, as a special GamesMaster bonus, we've outlined a special survival guide for buying mail order to ensure you get your goods just as quickly as possible.
Off we go!

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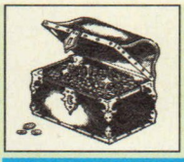

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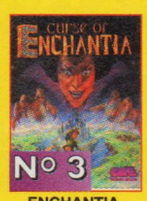

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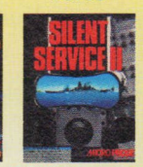

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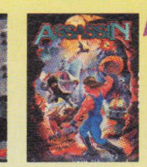

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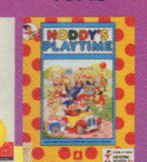

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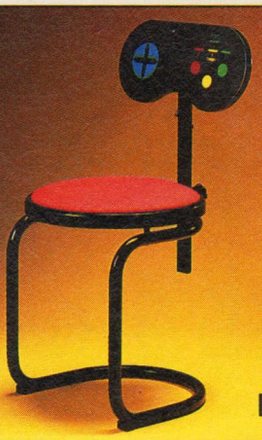

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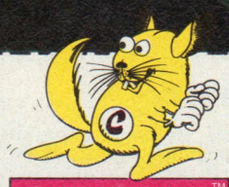

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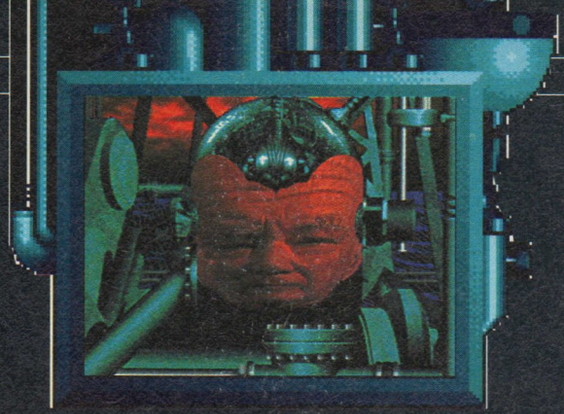

GREETINGS!

Ah, the show may be off-air at present, but I am still very much "in the area", as I believe you young people say. Now my Thursday evenings are free, I've had the chance to assemble an even more comprehensive, invaluable and, well, large tips section for your edification. I hope you find them of some use.

Remember to send your cheats, hints, tips and maps to the following address.

TIPS ZONE - GamesMaster
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Each month, senders of the most pleasing selections of tips will receive a healthy boost to their games collection in the form of £100 of carts.

Now then, let's see what my team of helpers have assembled for your enjoyment this month.

ALFRED CHICKEN ..... GAME BOY **105**
Alfred Chicken, eh? Alfred bleeding Chicken. A chicken called Alfred. In a game. On the Game Boy. Oh dear, oh deary me.

ACTION REPLAY / GAME GENIE CODES 106
Sometimes a couple of continues just isn't enough. You need more. More lives, unlimited oxygen, maybe the ability to change the colour of your character. Who knows? Anyway, we've got a load of cheats offering exactly these facilities, more or less.

BATTLETOADS ..... MEGA DRIVE **94**
Arghh! It's bloody impossible! Not for us. If you're currently in a hair-pulling situation thanks to Tradewest's latest, you'll be very pleased with this guide.

BODY BLOWS ..... AMIGA **90**
Alright, so there are all these blokes and a girl, right. And they all hit each other *loads!* Team 17's rather bone-bustingly good beat-em-up taken apart by GM's *SF2* champ, Andy.

CHAOS ENGINE ..... AMIGA **92**
Another thrilling, detailed and wildly complex set of *Engine* moves laid out in lively colourful map-style thanks to our chums at Renegade.

CONSOLETATION **108**
Got yourself horribly stuck in a game? Still searching for that secret level? Help, as they say, is at hand.

KING ARTHUR'S WORLD ..... AMIGA **100**
Stuck in this fine *Lemmings*-esque point-and-click romp? Help is at hand in the form of some fine tips for three tricky worlds.

LION HEART ..... AMIGA **102**
Thallion's completely storming arcade adventure gets a good GamesMaster going-over, courtesy of someone or other.

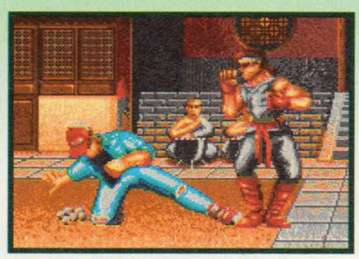
BODY

It's just about the best beat-em-up on the Amiga, but it may be causing you a few problems. Why not use this handy player's guide to take you through the one-player game? We've used the character Nik here, but most of the techniques should work with the other characters too.

YIT-U

Not as hard to beat as he at first seems. Sure he's fast, but the key to defeating him is to fight defensively. Only attack when he uses his special power speed move, and by using a combination of mid-kicks and sliding kicks you should finish him off.

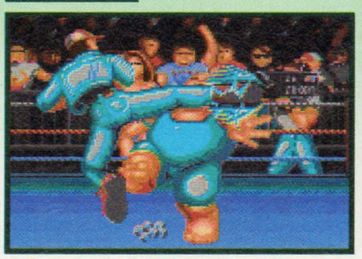
"Look up there, a flying tortoise." It works every time.



Sliding kicks are very effective against the speedster.

DUG

Dug's the easiest character to beat. Start by backing him into a corner with some flying kicks, then follow up with mid and low kicks. When he falls, jump back, then, when he stands up, jump forward with a flying kick and another combo until he falls over again. Repeat until he's beaten.



Of course he's fat, but he's easy to beat. And he can't spell his name.

This move really impresses the girls at the side of the ring.

NINJA

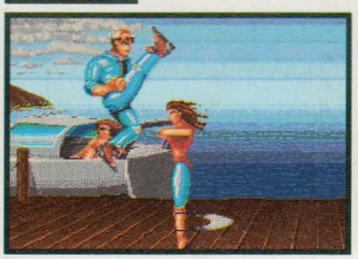
Aerial attacks are most effective against the Ninja, followed by combinations of mid and low kicks. When he goes into his death roll, keep calm and block, then counter with a mid-kick followed straightaway with a roundhouse kick. This technique will work 75 per cent of the time.

You'll often hear the cry "Niinjaaa" when fighting Ninja.

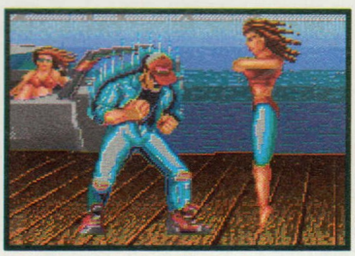
Irritating, isn't it? So kick his head in, and the voices will stop.

MARIA

Maria's only slightly more difficult than Dug, so use the same technique as you used on Dug. If she goes into her flamenco fury move when you're at the opposite end of the screen, unleash your special inner-energy bolt, by pressing and holding the fire button.



If you ever get a case of cramp in the leg, try this, it does wonders.



Maria was the subject of a song by Leonard Bernstein. He's dead now.

LORAY

Loray's Buddha flame is a tough weapon. The only way to beat him is with a sliding kick or flying kick over the Buddha flame along with a combination of two to three moves and then back off quickly. Repeat this several times and you should get somewhere.

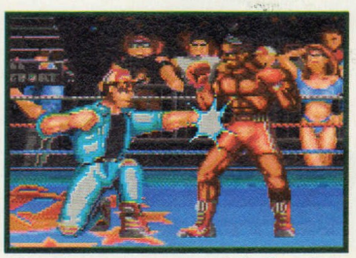
Anyone who stands like that deserves to be beaten up.

As the Hollies once sung, "He ain't heavy, he's a Buddha."

JUNIOR

The secret of beating Junior is an all out attack with a hint of caution thrown in for good measure. Jump in, kick ass, then jump back out. Keep repeating this and you'll finish him off quickly. Whatever you do, don't stay close to him for long or his Blitz move will get you every time.

After a celebrated singing career, Junior turned to his first love.



He became a pixellated fictional character in a popular game.

BODY BLOWS

KOSSAK

Wait for him to come to you, and when he gets close fire off combinations of fast attacking moves. If he goes into his driller killer move while next to you, counter with a mid-punch followed by a combination of mid and low kicks. If he goes into the driller killer at the opposite end of the screen, wait until his waistband touches the floor and then hold your fire button down. When he reappears your energy bolt will hit him full on, and he won't have time to block.

Kossak has a very smug moustache. Especially when he wins.

Okay, so he is hard. And Russian. But he can be beaten, trust us.

DAN

Dan's your counterpart in that he has exactly the same strengths and weaknesses as you, although his special move power-up is slightly faster. When he's close and jumps up or over you, counter with an uppercut. This is deadly and will knock him off his feet, giving you a chance to think and work out your next attack. To finish him off, jump in and make it a real street brawl. Attack as much as possible and he just won't be able to cope.

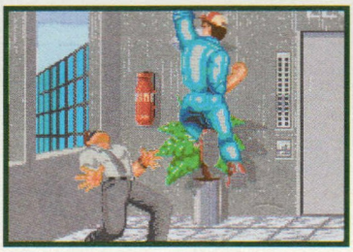
Nik loves Dan like a brother. Only not one of his own, that's all.

"They're lovely boys, wouldn't hurt a fly" – Dan and Nik's Mum.

MIKE

Treat Mike the same as Junior. He's a bit quicker than Junior, so take a little more caution with him. When you jump in, unleash a combination then block until he does one of his whirlwind moves, then repeat the combination and jump outta there.

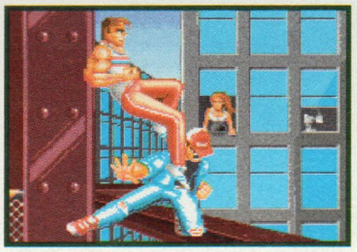
Mike looks like a respectable member of society.



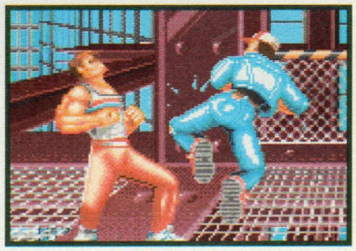
He is in fact very strange. He keeps turning into a whirlwind.

MAX

A real pig to fight – he's as fast as Yit-U and nearly as strong as Kossak. He's always ready to attack as he never falls down unless you beat him. Keep things simple, nothing fancy, and just block and follow up with a fast attacking combination, and then block again in the crouch position.



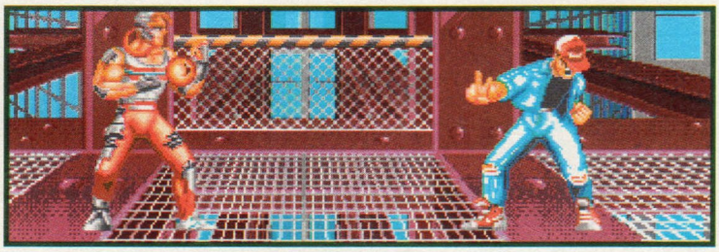
The Top Dog, the Big Boss, the Number One, the, er, Max.



He can be hurt, but it takes a high pain threshold and patience.

T17

You may be wondering about Max's deep secret. Well, we at GamesMaster can exclusively reveal that Max is in fact a Terminator by the name of T17 (I guess that explains why he's so rock hard). To see the Arnie clone in full you'll have to play the game and beat Max yourself.

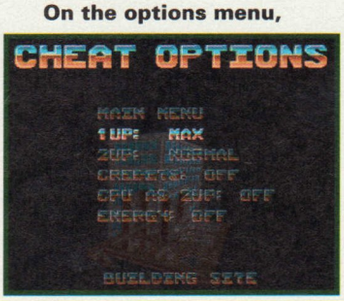


It's not every day that, upon beating someone in a fight, they shed their outer skin to reveal that they are in fact a highly developed robot. Is it?

IF YOU CAN'T BEAT 'EM, CHEAT 'EM

Okay, so you're still having problems. Then try this simple cheat.

On the options menu,



make sure you have two joysticks plugged in and push the player one joystick to the left and player two joystick to the right.

Hold the joysticks there for about ten seconds and this fab cheat menu appears, giving you the chance to have infinite energy, credits, and even the option of playing Max himself.

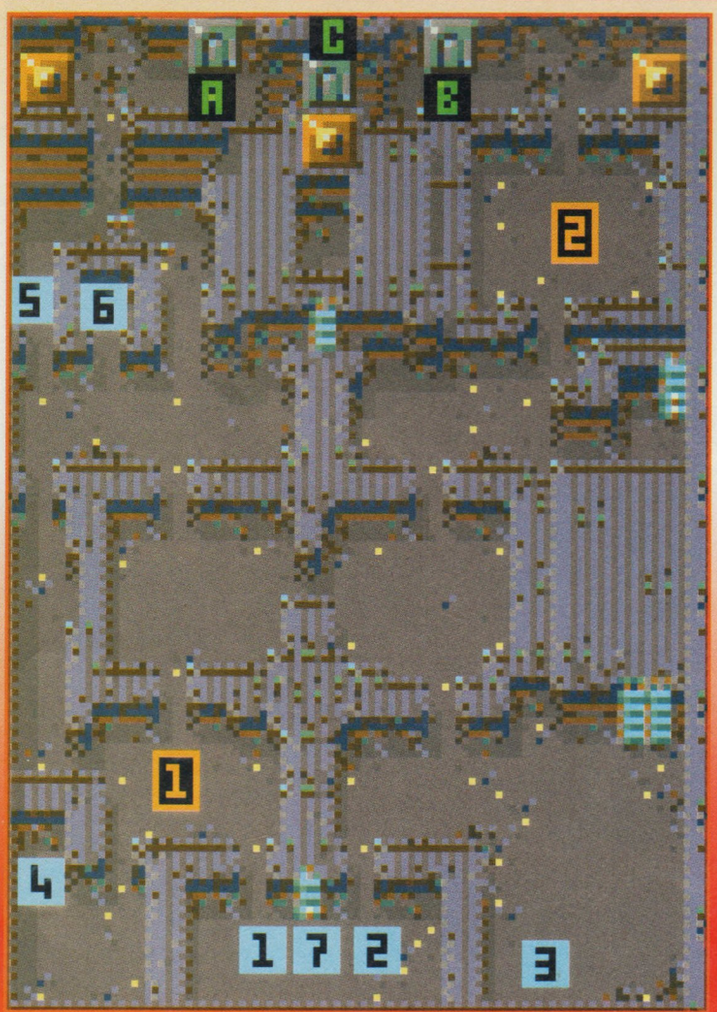
Now you've got no excuses for not kicking ass.

THE CHAOS ENGINE

GUIDE TO THE LEVELS – PART TWO

Last month we took you on a journey through The Chaos Engine up to World 2 Level 1. Bear with us as we continue where we left off and you'll find safe passage through the rest of World 2.

WORLD 2 LEVEL 2 (TRAPS)



When you appear in this level you have a choice of two sets of silver keys to collect. SILVER KEYS 1 will open the door to the east, whereas SILVER KEYS 2 will open the door to the west. It is not possible to obtain both sets of keys.

The western route takes you into a sealed room where you must shoot the metal pillar at POINT 1. This opens a gap in the wall on the western side of the room. However, if this pillar is shot again, it will change to another shape and open the door to the room to the south. Here you will find SILVER KEYS 4. These keys give access to the central rings of the level and enable you to switch to the eastern route. If you continue along the western route, you must then collect SILVER KEYS 5. These keys release the beast which is guarding SILVER KEYS 6.

When you pick up SILVER KEYS 6 you will be allowed to exit this area and activate the node at the end of this route. If this is the first node you have activated on this level, a crater will appear behind you and you will have no choice but to step into its middle and be teleported. If this is the second node you have activated, DOOR A will open.

Where you are sent to by the teleporting crater depends on whether or not you activated the node in the centre of the Maze in the previous level. If you did, you will be sent back to the original start point of this level; if, on the other hand, you did not, you will be sent to the beginning of the eastern route.

The eastern route from the start begins in the large room filled with Dust Devils.

If you collect SILVER KEYS 3 you will have access to the central rings of the level and may thus switch to the western route.

Continue along the eastern route and you will eventually arrive at POINT 2, where you will be sealed into the room until you have killed all the guards which attack you. Following this you are allowed out to the end of the route and may activate the node. Similarly, if this is the first node you have activated, a crater will appear; if, however, it is the second node you will be allowed out of DOOR B.

If you are forced to go into the crater, you will either be sent back to your original start point or to the beginning of the western route depending on whether or not you activated the node in the centre of the Maze.

If you are sent back to the original starting point of the level by either of the teleporting craters, SILVER KEYS 7 will have appeared and these will reveal the set of steps up onto the central walls of the level.

You will now be able to activate the final node and leave the level via exit C.

WORLD 2 LEVEL 3 (STEAM)

This level has three START POINTS (A, B & C). Which one of these is used depends on which exit you took from the previous level, Traps.

If you begin at START B, you must collect the gold rings, shoot the firemen and activate the nodes to form a complete circle of marks around POINT 1. When you have completed the circle, a crater will appear at POINT 1 which will teleport you to START A.

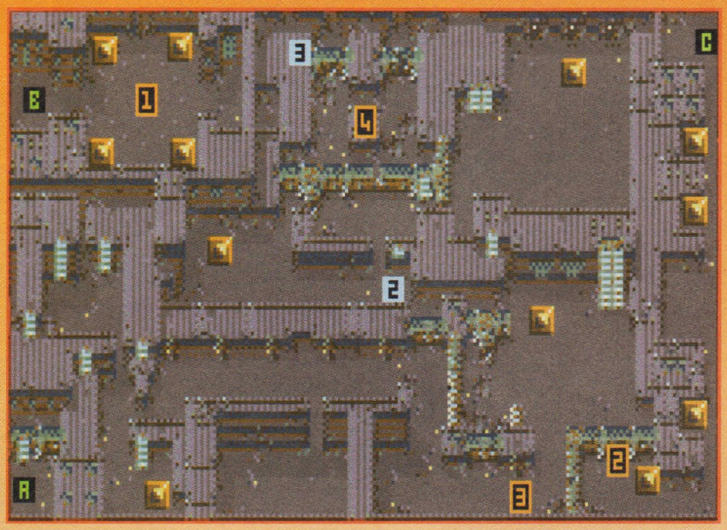
If you begin at START C you must shoot all the nodes along the corridor in order to open the pipe grating at POINT 2. If you enter the pipe you will then be teleported to START A.

From START A you must collect SILVER KEYS 1 which complete the parallel set of steps and enable you to continue into the level.

When you leave the area of the steam jets, note that the pipe carrying the steam blows up and all the steam jets stop. This gives a vital clue as to how to leave the next area.

The steam jet at POINT 3 must be extinguished before you can progress. Simply shoot the feed pipe directly to the north to switch it off.

To reveal SILVER KEYS 2, you must activate the node which is round the corner to the west. This will generate a number of monsters including a sewer monster which runs off back along the way you came. You must catch up with him and kill him to reveal the keys.

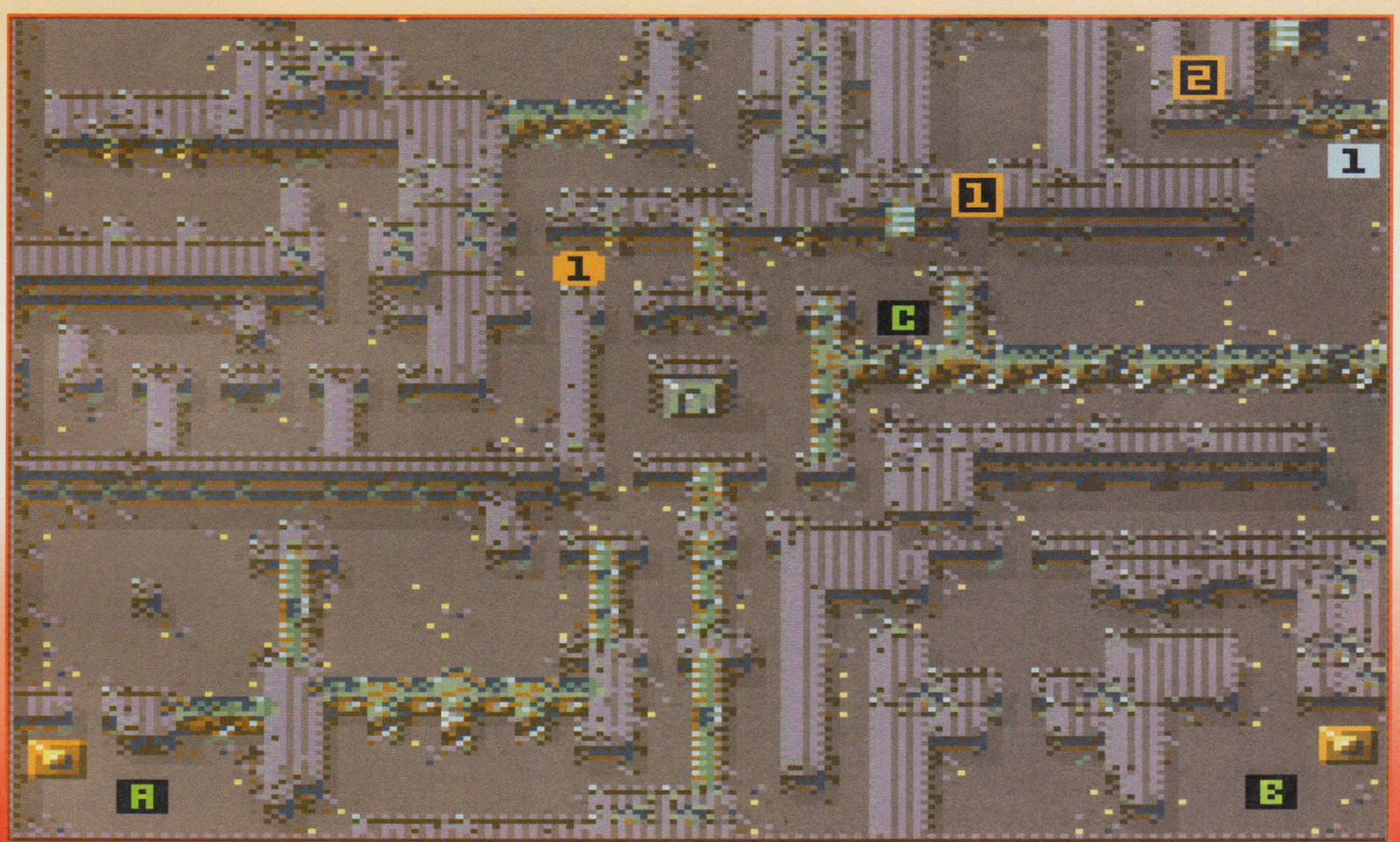


WORLD 2 LEVEL 4 (QUARTERS)

This level has three START POINTS (A, B & C). Which is used depends on which exit you took from the previous level, Steam. The level, as the name suggests, is divided into four quarters. Each quarter has an entrance and an exit.

If you begin at START A, you cannot venture through the entrance-way of the south-western quarter which means that you miss an extra life token. A metal pillar will be placed in the doorway of the secret room at POINT 1, which means that you also miss out on the treasure within the room. If you begin at START B you cannot venture through the entrance-way of the south-eastern quarter. If you begin at START C you may explore the whole level.

SILVER KEYS 1 open the north-eastern quarter so that you may activate the node and proceed. GOLD KEYS 1 destroy the Steam Jet so that you may pass safely through the entrance to the north-western quarter.



The Chaos Engine tips were compiled with the aid of Eric Matthews and Simon Knight of Renegade. If you've got any games tips, send 'em in.

IF YOU'VE GOT ANY TIPS FOR THE LATEST GAMES, SEND THEM IN TO THE TIPS ZONE, GAMESMASTER, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW.

TOADS ARE WARTY-SKINNED MEMBERS OF THE TAILLESS AMPHIBIANS. THEY ARE FOUND WORLDWIDE, EXCEPT FOR AUSTRALIA AND THE POLAR REGIONS. THEY CAN GROW UP TO 10INCHES IN LENGTH.

When faced with the task of reviewing this devilishly difficult game, our once tolerant editor was enraged by the hover-bike section. If you too are finding the going a little rough follow the first part of our succulent player's guide – plucked from the ever-yielding tree of our gamesplaying abilities. Sorry – my metaphors aren't what they were. (*Ye-es... Get a move on.* – Ed).

BATTL

THE DIFFICULT BITS

A level-specific guide to some of the more utterly gittish sections. All tips contained herein are merely generalised accounts of how we managed to get through the particular level. They worked for us. We cannot be held responsible for your own individual ineptitude or lack of dexterity.

1. RAGNAROK'S CAVERN.

Yes, folks – it's the first level. The bit where you walk to the right and hit lots of pigs on the head. We know it's quite easy, but you might be crap.

Linger around the bottom centre of the screen – away from the boss walker's sights. Throw the boulders immediately for maximum damage.

2. WOOKIE HOLE.

Ho ho. Look. It's the bit where you climb down the rope, sticking the boot in to a bunch of, erm, ravens... it would appear. Bloody video games, eh?

Stay in the top-centre of the cavern whenever it's possible for you to do so. After kicking in a raven or two, always try to return to this position.

Deceptively easy. Simply move to the extreme left or right of the screen and, as these magnet things appear, quickly nip underneath them.

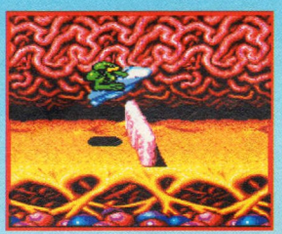
3. TURBO TUNNEL.

Yum yum. It's that lovely, lovely hover-bikes section. Time for some horrifically frustrating, horribly pedantic, pixel-perfect jumping and positioning. Battletoads? Battlegits, more like.

Jump the gaps at the point where their distance from the other side of the chasm is shortest. Don't attempt a run-up – it doesn't give you a longer jump and only makes the timing more difficult.

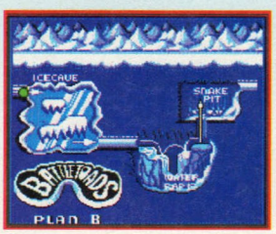
The ramps only ever appear centrally or down at the bottom of the screen. Position yourself accordingly and ride straight over them. *Don't try to jump.*

Briefly move up or down to make sure you're hovering, then jump to meet the ramps' incline at the earliest opportunity. If you're too late, you'll go skidding off the track. What a wheeze.



Tap the jump button to hop over them. Using big jumps will offset your timing. Try to stay fairly central – for some reason, if you pull too far to the left, the ramps are more difficult to jump.

4. ARCTIC CAVERN.



Goody... Lots of comedy sliding bits and one hell of an ice cube. No, really. It's big. *Very* big, in fact.

Punch the ice-cubes to stop their movement. Then, pick them up and throw them at the pink barriers. Remember to stay out of their way as they slide backwards and forwards.

Some barriers will need to be dislodged with a carefully aimed barrage of snowballs.

To prepare for incoming danger, always duck as you land on the moving green platforms.

ETOADS

5. SURF CITY.

Incidentally, who remembers The Jesus And Mary Chain's Kill Surf City? Oooh... what a classic. There's loads of feedback and everything. Sorry, this is supposed to be a tips section, isn't it? (*Ye-es...* Ed).

This is actually easier than the hover-bikes level. Generally, follow the Turbo Tunnel ramp-jumping and obstacle weaving tactics. Don't be tempted to leap over the logs. Watch out for a 1-up just after the second chasm.

6. KARNATH'S LAIR.

This section is incredibly frustrating and requires a special blend of subhuman dexterity and supernatural patience. Accept that you'll have to follow a strict trial and error technique to learn the pattern of the snakes.

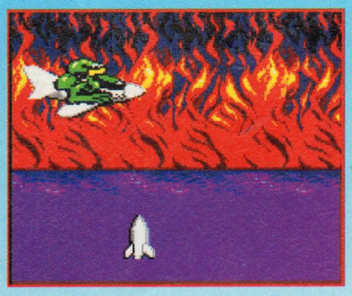
When jumping the spikes on some of the later zones, don't worry about the overhead ones – concentrate on clearing the ground spikes. It's quite difficult to hit your head on them... but easy to land right on top.

7. VALKMIRE'S INFERNO.

Surfing is actually a much-maligned sport which is practiced by an astonishingly heterogeneous group of people... Philosophy professors, postal workers, sewage attendants, management consultants... No, no it isn't. I'm lying. Again.

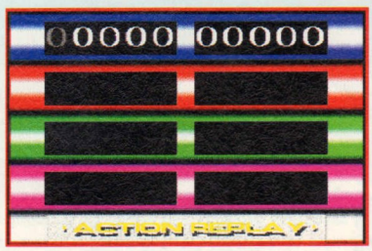
This is a more difficult version of the Turbo Tunnel. You'll have to fight more of those Scuzz geezers – only this time, in more confined surroundings. Don't use the running attack, unless you want to see the much-fabled comedy "falling-off-the-edge" routine.

When you get to this bit, it's a lot easier to walk slowly off the edge onto the logs than it is to attempt to jump over to them. Er – unless, of course, your judgement is a bit rubbish. (*I thought that was the whole point of this guide.* – Ed).



When you climb onto the rocket, stay on the left again, and move into position well before the holes begin to zoom towards you. During this bit, dodge the rockets by sticking to the extreme left and nipping forward occasionally.

TOP TIP



Avoid unnecessary irritation and possible damage to your joypad – as a result of excessively throwing it to the floor, screaming, "Oh, that's stupid. It isn't challenging, it's just frustrating!" Get yourself a Pro-Action Replay cheat cart and enter the code, FFE0460005, for infinite lives. This essential device is available from all good video game retail outlets and reputable mail order dealers.

THE ANNOYING BITS

Know your enemy – as someone famous probably once said. Wellington, maybe. Or perhaps Malcolm X or some equally radical political activist. Anyway, here's how to successfully annoy, dodge and, eventually, defeat those in-game adversaries. In full...

PSYKO PIGS

Take these one at a time. Knock them down with repeated attacks and do the same to stick the boot in to finish them off.

TALL WALKER

Get some distance and use the running attack. Do this twice to destroy him. Grab the leg and smash the debris for a bonus.

DRAGON

Stand beneath him and repeatedly press the attack button. Don't bother to mount him – it's more trouble than it's worth.

RAVENS

Trap them at the side of the screen and use rhythmic booting to increase the bonus multiplier and, eventually, gain an extra life.

TOADTRAPS

Swing into these, constantly attacking. If you're quick enough on the button, they won't be able to grab you.

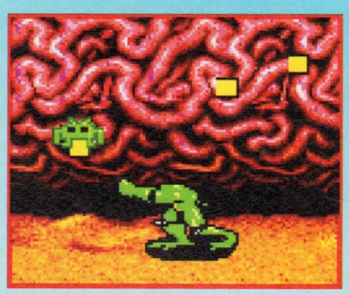
RETRO BLASTER

Stay central – just above its line of movement. Keep pressing the attack button. Turn to face it as it moves from left to right.

SCUZZ

Fond of headbutting you into submission. Follow the Psyko Pig tactics and be sure to boot him off the screen before he revives.

VADERS

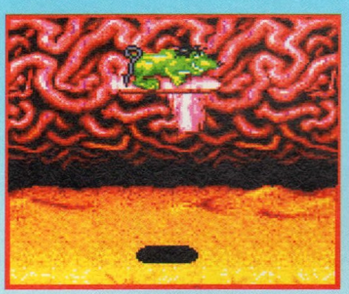


Punch them once and then jump up into the energy cubes to replace them.

RAT ROCKET (i)

UNARMED – Just dodge from side to side and jump if you really have to.

RAT ROCKET (i)



OBSTACLE-DROPPING – Watch their shadows to determine where the obstacles will land.

SNOWMAN

He usually throws his snowballs in batches of three. Wait for the pause and nail him with a snowball. Leap his final fling.

BIG BLAG

RAT ROCKET (ii)

Move in fairly close... Wait until he – ahem – sticks his bottom out at you and then charge in with a running attack. Repeat this technique until he eventually expires. (It takes quite some time, so persevere). Oh, another good thing to do is to keep running around aimlessly. He will then jump into the air and attempt to squash you. When he does, move to the left or right at the last minute. Then, kick his head in.

Immediately run to the left and wait for him to home in on you. Jump left at the last second. Flip to the right as he flies under you.

That's it for now, I'm afraid. Tune in next month, when we'll be finishing off the guide, assuming we can get past that bloody Intruder Extractor level.

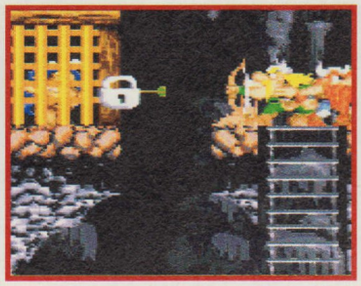
OTHER FAMOUS TOADS INCLUDE... TOAD IN THE HOLE, SLIPPY FROM OUT OF STARFOX, AND THE TOAD OFF TOAD FROM TOAD HALL.

THE LOST VIKINGS

I tell you, Interplay's tale of three misplaced Nordic imbeciles had us laughing here at GamesMaster. Yep - we sniggered heartily at Erik "tying his shoelaces". We chuckled lovingly at Baleog's pseudo-macho posturing. Oh, and how we guffawed at the sight of Olaf picking his nose. Er, anyway, The Lost Vikings may be cartoony and chortlesome, but it's also a rather large and involving game which requires much character co-operation. Here's a guide to some of the more teeth-grinding levels. Oh, and we've thrown in all the passwords, too.

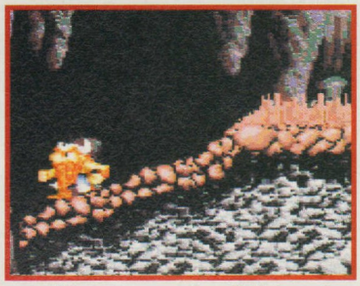
THE CAVES (LEVEL 11)

1 Climb up the ladders, using Olaf to shield everyone from the fireballs.



2 With Baleog, shoot the lock and use Erik to jump over and rescue the woman. The fireballs will now be turned off.

3 Position Olaf by the fireball sources and use Erik to break through. Be ready to shoot the emerging dinosaur. Do this with the lower fireball source.

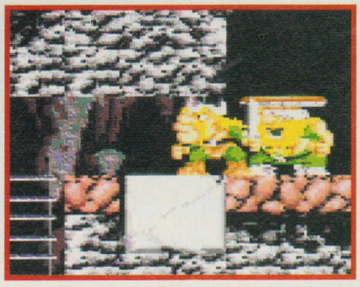


4 Now, ensure that Erik has the red key and take everyone back to the top. Jump the lava and use the key to drain the volcano.

5 Climb down this ladder and take Olaf through this secret tunnel to the left. Shoot the nasties and bring Erik through to pick up the flaming arrow.

6 Continue down to the bottom and use the bubble to rise to the higher level.

7 Position Olaf by the fireball sources and use Erik to break through. Be ready to shoot the emerging dinosaur. Do this with the lower fireball source.



8 Now, carefully push the block into the gap. Use the same technique to bring Erik over, and down the ladder to the exit.

THOSE PASSWORDS, THEN

SPACESHIP
1 No password
2 SVB2 LBPZ BH5BG
3 SVCK LBYZ BM5BG
4 SVC2 LB6Z BR5BJ

OUTDOORS CAVES
5 SVDK LCFZ BW5BL
6 SVD2 LCPZ B05BN
7 SVFK LCYZ B45BQ
8 SVF2 LC6Z B85BS
9 SVGK LDF2 CC5BV
10 SVG2 LDPZ CH5BX
11 SVHK LDYZ CM5BZ

EGYPTIAN
12 SVH2 LD6Z CR5B1
13 SVJK LFFZ CW5B3
14 SVJ2 LFPZ C05B5
15 SVKK LFYZ C45B7
16 SVK2 LF6Z C85B9
17 SVLK LGFZ DC5CB

INDUSTRIAL
18 SVL2 LGPZ DH5CD
19 SVMK LGYZ DM5CG
20 SVM2 LG6Z DR5CJ
21 SVNK LHFZ DW5CL
22 SVN2 LHPZ D05CN
23 SVPK LHYZ D45CQ
24 JVPY LH4Z D75CS
25 JVQF LJCZ FB5CV

COMEDY
26 JVQY LJMZ FG5CX
27 JVRF LJW2 FL5CZ
28 JVRY LJ4Z FQ5C1
29 JVSF LKCZ FV5C3
30 JVSY LKMZ FZ5C5
31 JVTF LKWZ F35C7
32 JVTY LK4Z F75C9

SPACESHIP, AGAIN
33 JVVF LLCZ GB5D8
34 JVVY LLMZ GG5DD
35 JVWF LLWZ GL5DG
36 JVWY LL4Z GQ5DJ
37 JVXF LMCZ GV5DL

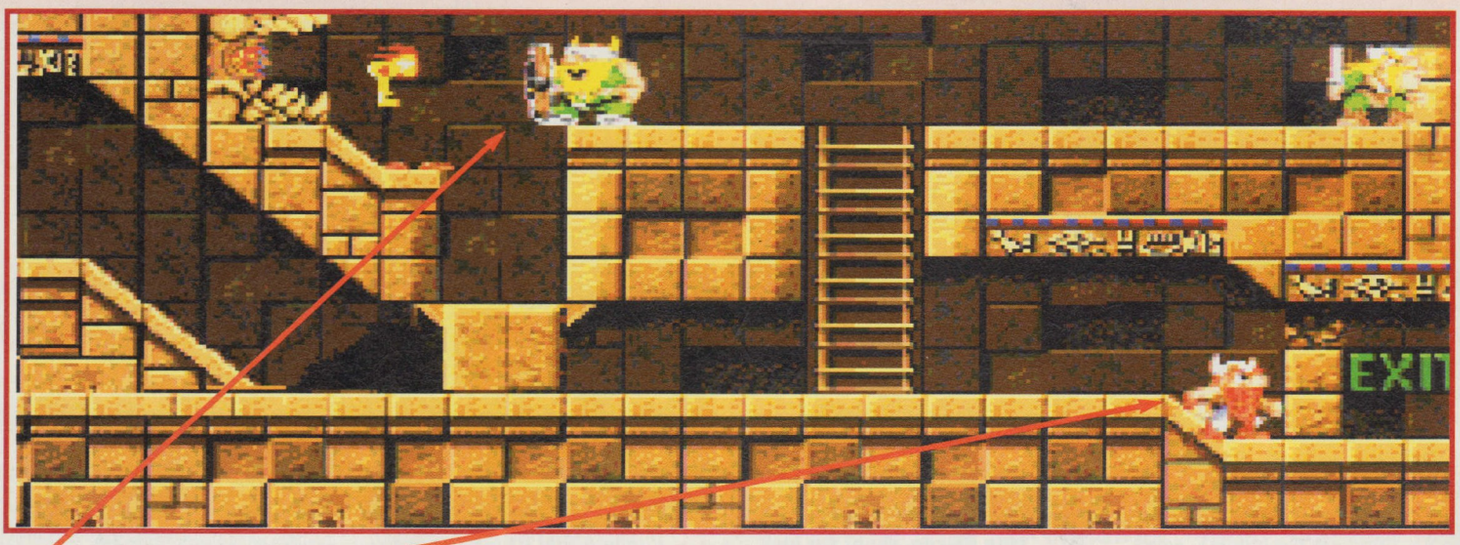
EGYPTIAN (LEVEL 12)

1 Shoot the coconuts to form bridges over the quicksand.

2 Climb the trees and nip over onto the bridges to cross.

3 Be sure to nab all the items from the tops of the trees.

4 Once in the pyramid, ensure that everyone is standing to the right of this chasm.

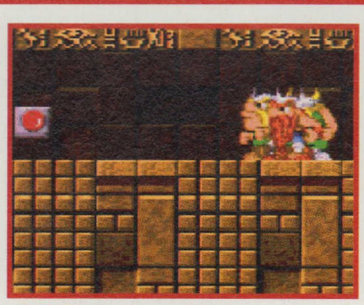


5 Use Olaf to push off the block and leave him standing right on the edge.

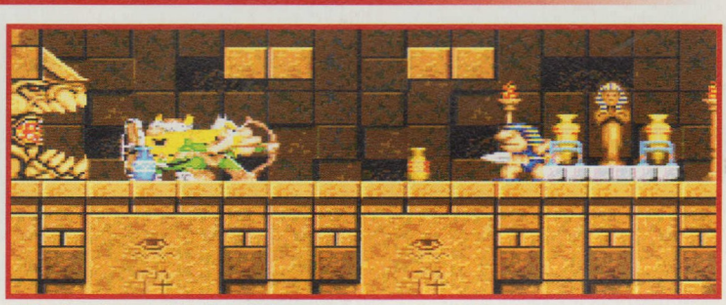
6 Use Erik to nip down and get the yellow key and then open the door to the exit.

EGYPTIAN (LEVEL 13)

1 Headbutt the barricade.



2 Shoot the red button when you're in this position.



3 Send down Olaf and Baleog to dispose of the spear-carrier. Now bring down Erik. To dispose of the spear-carrier, try to get him to jump over you to make sure you're facing into the fireball source.

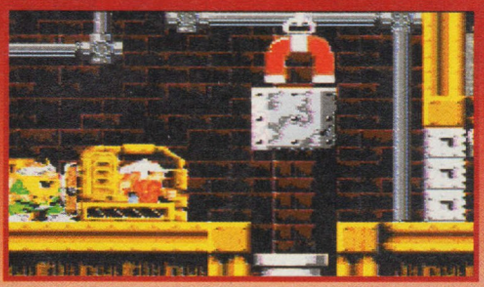
4 Leave Erik on one of the platforms and edge along to the right, shooting at the pharoah-like dudes. Stay under the platforms to prepare for their jumping abilities.

5 Everyone stand over to the right and hit the button.

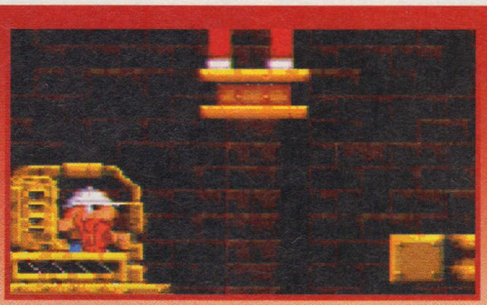
6 Hit the wall-switch here. Now send Erik through to pull the lever and make safe passage for the others. Hit the switch again and get everyone through.

7 Take everyone down, shielding the other two with Olaf. Run up to the exit.

INDUSTRIAL (LEVEL 19)

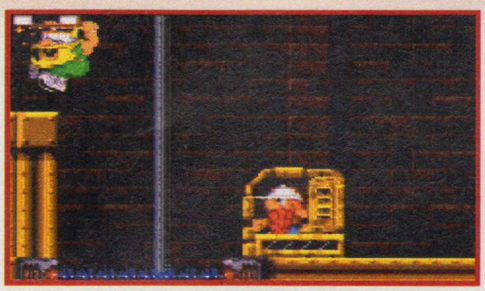


1 Use the magnet to drop the block onto the pressure pad to force open the door.

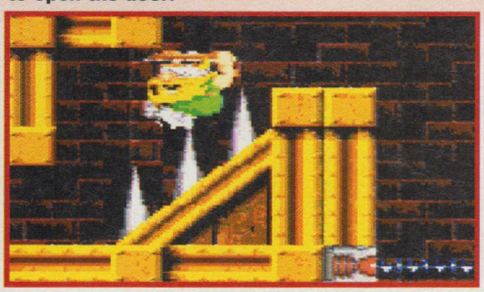


2 Drop the metal block in this position and move the boys over here. Shoot the switch to open the door.

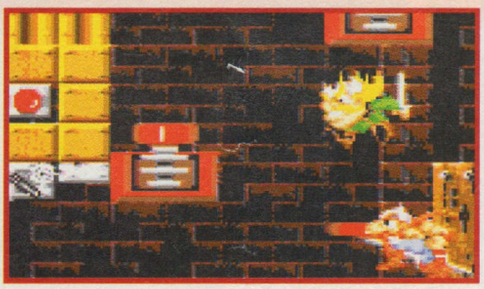
3 Use Erik to jump onto the spring and then send Olaf up the passage with his shield over his head.



4 Get Erik into the machine and move Olaf up to this level using the magnet.



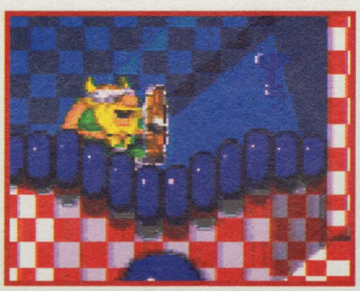
5 Float him over the top of the spikes and hit the button.



6 Use Erik to get Baleog up to the exit.

COMEDY (LEVEL 26)

1 Get here by waiting for the platform to descend. Hit deflate when you get the red key...

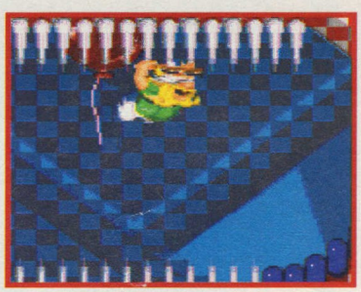


2 ...and pull right immediately. Float up to here, unlock the gate. Pick up the blue key.

3 Float down to the left and to the bottom of the screen. Float over to the right and open the blue gate.

4 Stay to the left and float up to this switch. Float back down to the inflation pump.

5 Float up to the platform and nab the yellow key.



6 (& 7) Float down to the right and open the yellow gate. (7) Float over this bit and deflate half-way through. Float Baleog over to shoot the green git with the scarf and turn off the gas burners. Get the red key and unlock the moving platform. Smash through the barrier for the blue key and head on up to the right to escape the level.

FINAL LEVEL

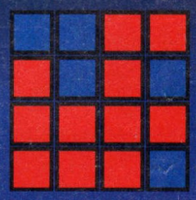
1 Group everyone here and shoot the attackers. Tap the right direction to face out with Olaf and Baleog.

2 Get everyone down to the bottom section and ensure that Baleog has the burning arrow and extra shield.

3 Position Olaf here and blast away with Baleog. This bit takes absolutely ages, but the end-sequence is suitably rewarding.

KING AR

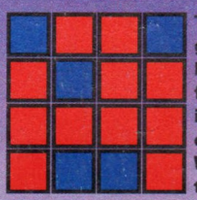
REAL WORLD 1



After you've completed all the training missions, you'll have to start fighting for real. The first real fight will be the battle for High Castle. This is the biggest of the three real world castles and should be dealt with with caution.

A good point to remember is to leave all the gold that is next to the oil cauldrons. If you take the gold, this will set off a trap and will make it hard for your men to pass underneath without getting killed by the boiling oil. Also wait until the trapdoors have closed then opened again, a gamble on your part could mean the death of your men, and an untimely end to your quest. Don't take unnecessary risks that could lose you men.

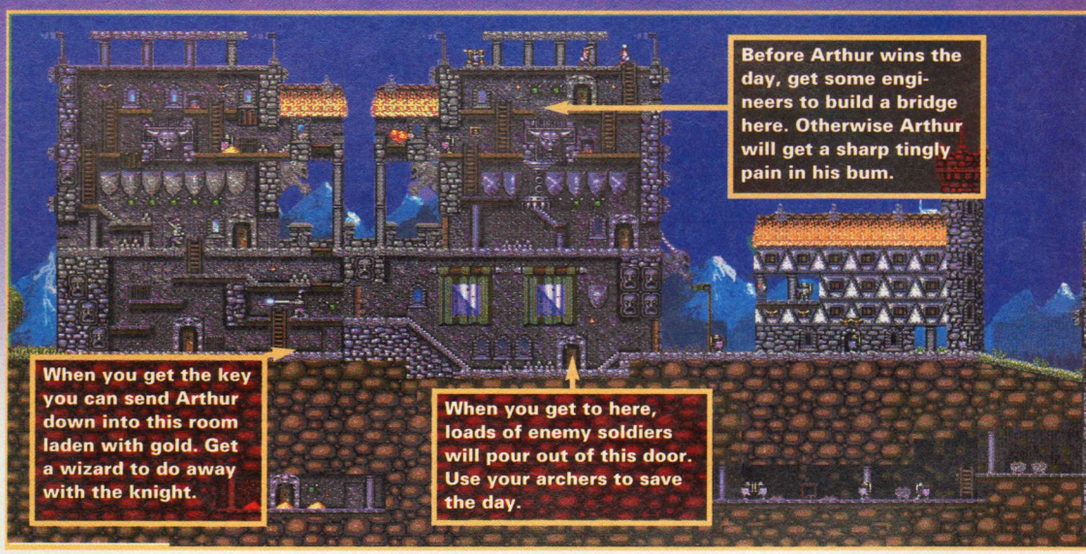
REAL WORLD 2



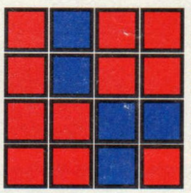
This is where the game starts to look easy but in fact is a real pain in the bot to complete. This is Windsor Towers, the home of Lord Brown-John – he has lots of gold for you to collect. Just make sure that it's not near any oil cauldrons.

There are plenty of secret passages and the formidable giant knights will certainly test your new army to their limits.

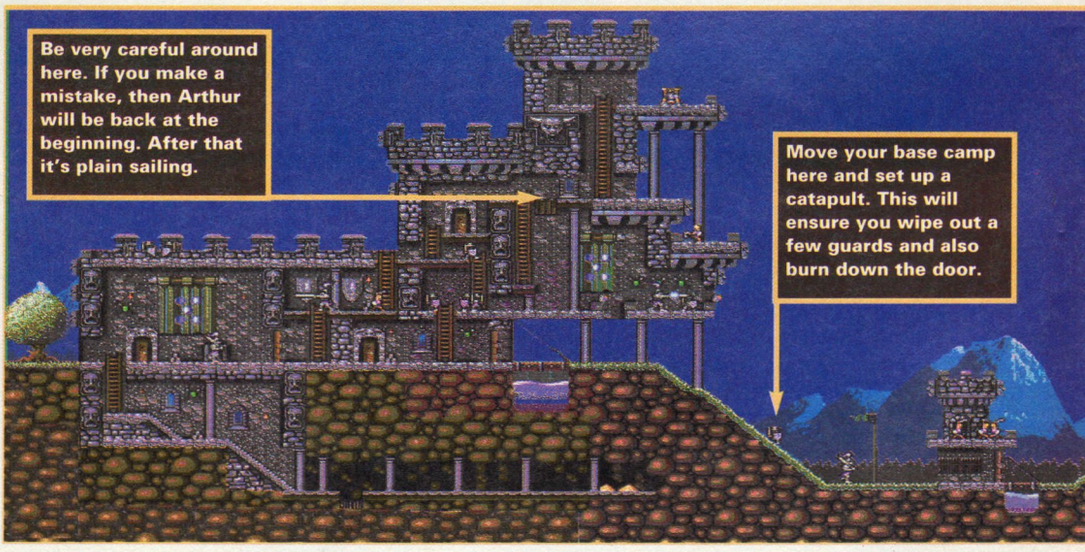
Go carefully and keep an eye on Arthur as he can easily walk off and get himself into a bit of bother, thus ending yet another game. Use your archers to keep enemy soldiers at bay, this will save you a fair few soldiers in the long run.



REAL WORLD 3



This is where the Butler posse chill out. Things start to get pretty hot now. They are the biggest evil in the real world and King A's really going to have his work cut out if he wants to get home and see Guinevere again. The best tactics are to use your catapults at the bottom of the big castle and your archers at the smaller ones. Once you're inside the big castle, it's a piece of cake to get to the throne and er... dethrone that evil Butler person. Well, once you've completed this level, the next one's easy. It's onto the caverns. Well that's all folks, but here's a joke. What's 100 feet long and smells of... (*That's enough of that, thank you.* – Ed).



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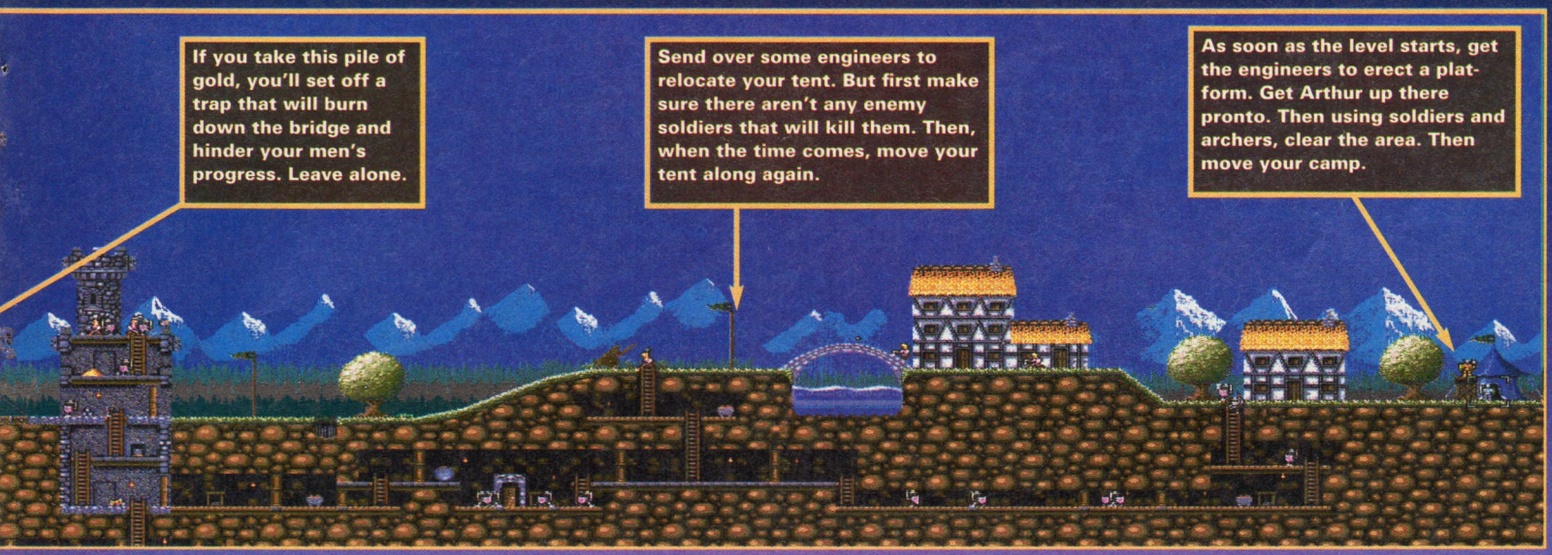
RTHUR'S WORLD



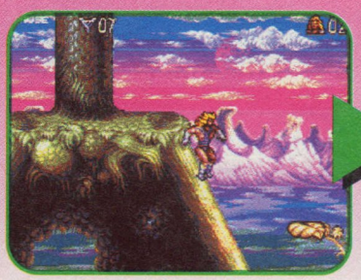
LION HEART

If you've just started hacking and slashing your way through Thalion's latest blockbuster, you could be in need of a few tips. Fortunate, then, that GamesMaster is here to provide you with some handy hints on the early stages of the game.

BATTLE STRIKE

When possible, use this aerial move, called the battle strike, to kill baddies. It takes more hit points off them, killing them quicker, and it's also really fun because you can pretend to be an athletic beefcake. You perform this move by jumping, holding fire and joystick down.

EXTRA LIFE



There are extra lives to be found quite early on in the game, although they're tricky to get to. On the way down this slide you need to jump onto that leaf you can see in the bottom corner. Do the jump at the point where the figure is in the screenshot and you should make it.

Jump to the top leaf, then wait. It's not immediately obvious what to do, but a beetle soon comes along for you to jump, and he'll take you to the upper level. The reward is a treasure trove of energy crystals and two of these life spheres (that thing by his head), giving you bus lives.

THE ROPE

When you come to the rope, you can kill the monster that comes at you while you're still hanging on – just take a swipe at him. Don't miss the tree platforms at the other end. Stand on the rope when you reach the end of it by simply pushing up with the joystick, then jump up onto the platform.

HIDDEN ROOMS

Jump to the top of the platform to gather more energy crystals. While you're there, check out the view. It's really rather lush, and quite romantic, if you're in that sort of mood. Of course you're not really – you're more in a "battle through the wilderness to regain the lost Lion Heart gem" mood, I suppose.

Most of these gaps look dangerously fatal, but some actually conceal hidden bonus levels, or rooms if you will. On the last jump, before you reach the cave section of the level, there's a secret underground, er, cavern. Jump down the gap and push your joystick to the right to land safely.

And down there you'll find, aside from a damp and fearsomely pungent atmosphere, a few platforms. And on them, more energy crystals to add to your, by now, monstrous collection. Use the tiny platforms on the right to get back to where you were going – but steady, they're not very big.

THE CAVE

The giant insect-type-thing that greets you is not hard to beat. Go straight up to it, so that you're standing quite close, and crouch down. When the spider is launched from its hide, take a sweep kick at it, then immediately jump up and do an upper thrust on the giant insect. This should finish him off.

AND ONWARDS...

They're horrible those little spiders aren't they? And green, too. The only way to kill them is to crouch and perform a side sweep on them. Make sure you don't get too close to them though. Not that you'd want to, I expect, but I just thought I'd warn you anyway.

The ones on the roof are best dealt with using a jumping upper thrust. Get them quickly, mind, or they'll fall on your head and poison you. Or bite you and suck your blood out and everything. And there's no cure for it. The best you can hope for is that you can manage to saw the limb off before it spreads.

After the caves, you move down this slope. There's another hidden bonus level around here. Back off to the last clump of thorns before the gap, and take a running jump over to the right. Aim for the leaf pad at the same level as you. Keep jumping up the platforms for energy crystals and an extra life.

The next tricky situation you come across is this slope. It's difficult to jump across at first, but once you've mastered it, you'll get it every time. Wait until you're past the twig before you attempt the jump. In this shot, Lionheart is so confident, he's even managed to pose for the camera.

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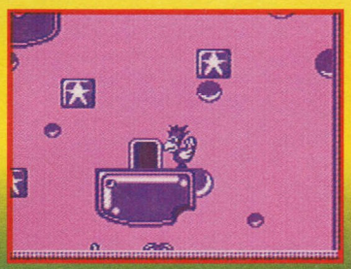
INDEPENDENT SUPER NINTENDO MAGAZINE

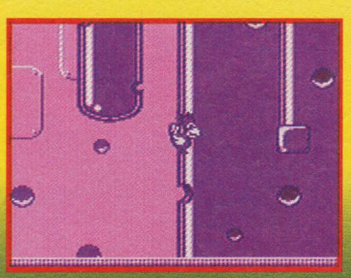
Super Play

HIDDEN ZONES

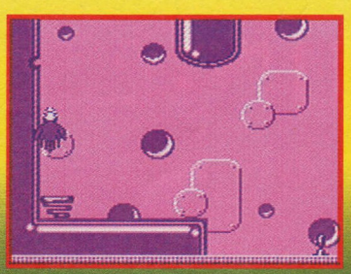
STAGE ONE



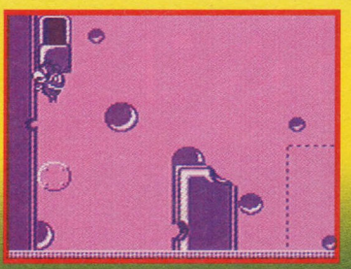
Nip through this small tunnel.



Now jump into the wall here.

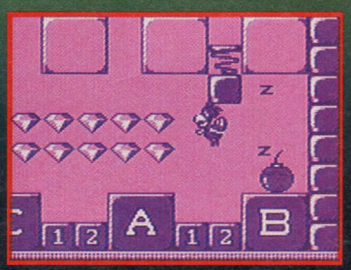


Jump from this spring.



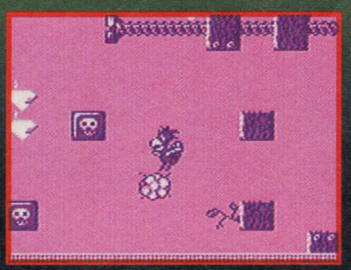
When you reach the highest bit of the jump, you will reveal the hidden zone.

STAGE TWO

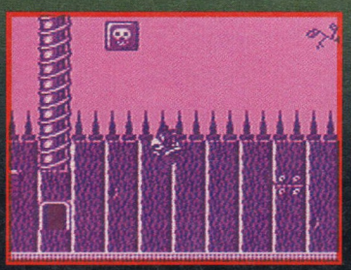


Jump up here (next to the sleeping bomb) and you'll find a hidden spring.

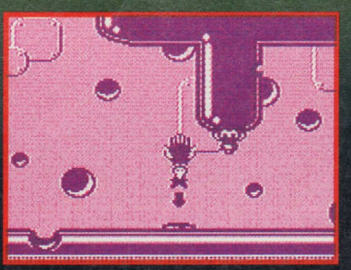
STAGE THREE



Jump onto this exploding block – without continuing to jump across to the left.



Pull left as you float down. You should fall through the spikes to a path to secret door on the left.

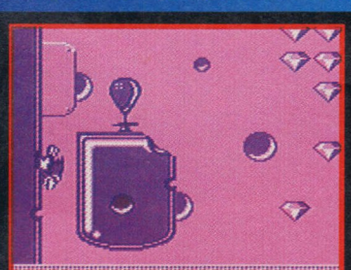


Jump onto the pads to turn the symbol platforms on and off – er, a bit like *Super Marioworld*.

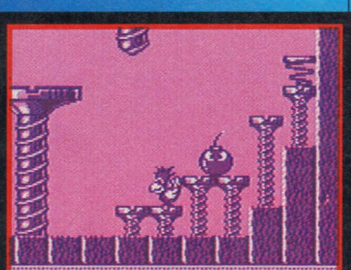
ALFRED CHICKEN

A true classic from Mindscape. A bit of silliness, sacks of playability and oodles of hidden bits and clever techniques to discover and master. So, here's a few tips to give you a bit of a kick-start for the first few levels.

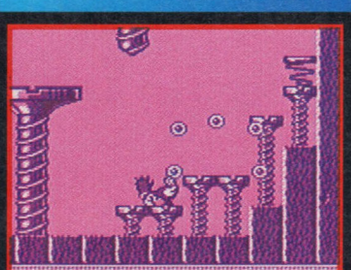
HIDDEN ZONES

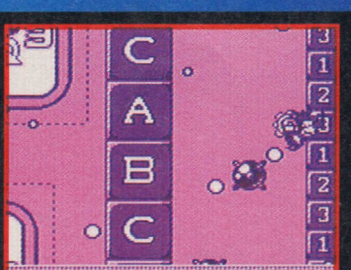


When jumping from a platform, down into an as yet unseen area, always switch into dive-bomb position, to safeguard against any lurking nasties on the way down.



Walk up to the bomb, touch it, move to the left slightly and duck. The path of the shrapnel will always miss you. If this isn't possible, just get as far away from the explosion as possible. Oh, and peck at stationary blocks which lie next to platforms to get things moving.





On the swimming zone, (Stage 2) switch the stars 'off' and swim around in a U-shape up to the top right, sticking to the centre of the cog's rotation – as shown.

ACTION REPLAY AND GAME GENIE

This month we've had loads of you sending in your own codes; don't forget there's a T-shirt to be had every month for the best codes. This month's winner is Michael Blanchette from London for his *Zelda* codes. We have picked out a selection. Send your codes to Cheaters Inc, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

ACTION REPLAY (MEGA DRIVE)

ATOMIC RUNNER PRO

FFC31 F00XX Initial weapon. Replace XX with 04 – Light ring. 08 – Morning star. 10 – Homing missile.
FFC32 1000F Infinite continues.
FFC32 30004 Infinite lives.
FFC32 40001 Invincibility (you can still die by falling).

BATMAN RETURN PRO

Sent in by Frank Boyd, Salford.
FFFE3 4000A Infinite batarangs.
FFFE3 50003 Infinite smoke bombs.
FFFE3 60003 Infinite swarm of bats.
FFFE3 70003 Infinite grappling hooks.
FFFE3 80003 Infinite super seeking batarangs.

CHUCK ROCK PRO

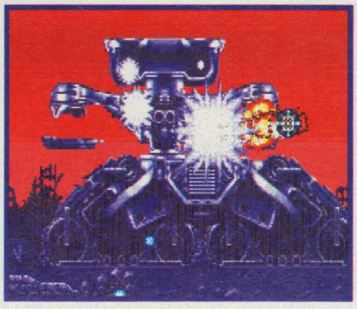
FF06D 10003 Infinite lives.
FF06D 50007 Unlimited energy.

SPLATTERHOUSE 2 PRO

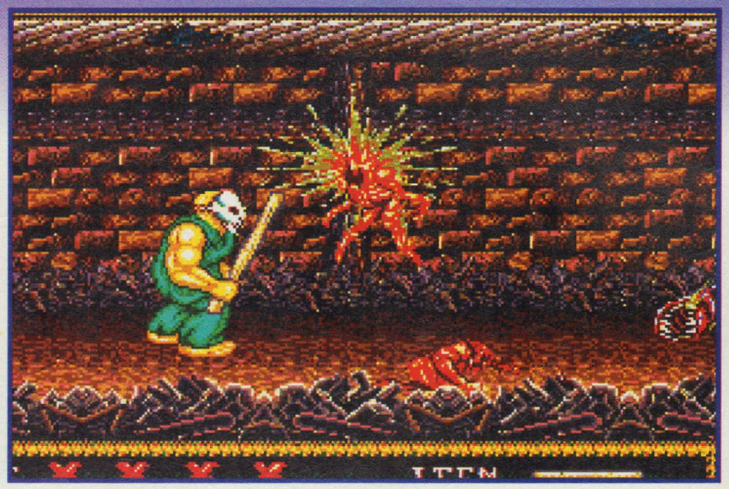
FF00F 70004 Unlimited life.

TERMINATOR 2 PRO

Sent in by Andrew Forest, Ely
FF80C A0004 Unlimited lives.
FF80 1 90025 Unlimited missiles player one.

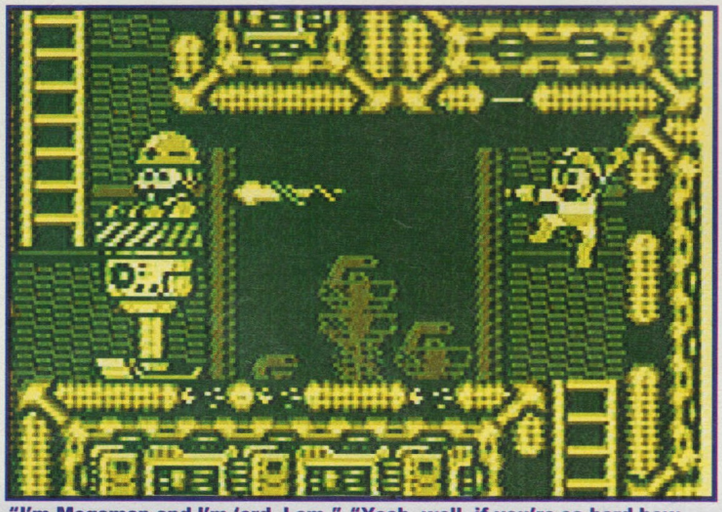


The biggest and meanest tin can of beans you're ever likely to face.



Here Rick, did you just sneeze against that wall. *Splatterhouse* does its bit for the old "are games violent" argument?

ACTION REPLAY (GAME BOY)



"I'm Megaman and I'm 'ard, I am." "Yeah, well, if you're so hard how come you have to wear such a stupid hat?"

ADVENTURES OF STAR SAVER

0203 F4C5 Infinite lives.
0104 31C6 Always have the rope.

ALIEN 3

0103 49C3 Infinite lives.

BONK'S ADVENTURE

0103 1ECD Infinite lives.

CRASH DUMMIES

0160 84C0 No time limit.
0105 8AC0 Infinite lives.

HUMANS

07C6 E0CF Stop the timer.
01XX 94CF Level select.
040C 92CF Always have 12 tribesmen.

JEEP JAMBOREE

0401 CBC1 Always finish first.

KIRBY'S DREAMLAND

0205 89D0 Infinite lives.
0106 86D0 Infinite energy.
01XX 80D0 Change the background colour.
01XX 7ED0 Alter fall speed (00 is slow).

KRUSTY'S FUN HOUSE

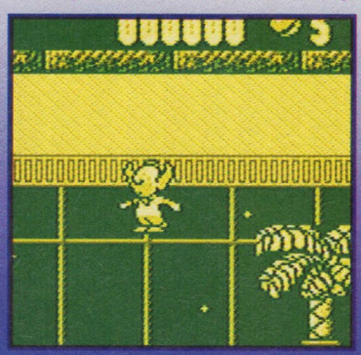
0103 CFC4 Infinite lives.

MEGA MAN 3

0203 08DD Infinite lives.

POP UP

01XX 8BFF Level select.
01XX 8FFF Start with XX lives.
01XX 8CFF Start game with XX waterdrops.
01XX 8DFF Start with XX keys.
01XX 8EFF Start with XX hammers.



It's a pity Krusty can't find a Replay code to give him some hair.

Bloody exciting graphics these, don't you think?

Where's that bald headed old cow? We'll see who's the hardest when I get hold of her. I'm sick of her getting top billing all the time.

ACTION REPLAY (SNES) ZELDA 3

So many codes, so little space to enter them all. You can only use a few of these, so choose carefully. Oh, and above is a picture of *Zelda*.

Mystery round level in *Zelda* revealed.

After a day's adventuring there's nothing like a bit of gardening.

ZELDA 3

Sent in by Michael Blanchette, London

7EF3 4001	Gives you the bow.
7EF3 4101	Gives you the boomerang.
7EF3 4201	Gives you the hookshot.
7EF3 43XX	Bombs, replace XX with amount.
7EF3 4401	Magic dust.
7EF3 4501	Fire rod.
7EF3 4601	Ice rod.
7EF3 4701	Bombos medallion.
7EF3 4801	Ether medallion.
7EF3 4901	Quake medallion.
7EF3 4A01	Magic lamp.
7EF3 4B01	Magic hammer.
7EF3 4C0X	Flute or shovel (1,2).
7EF3 4E01	Book of Mundora.
7EF3 4F01	Bottle.
7EF3 5001	Cane of Somaria.
7EF3 5101	Cane of Byrna.
7EF3 5201	Magic cape.
7EF3 5301	Magic Mirror.
7EF3 540X	Glove level (1-3).
7EF3 5501	Pegasus boots.
7EF3 5601	Zora's flippers.
7EF3 5701	Moon pearl.
7EF3 590X	Sword level (1-3).
7EF3 5A0X	Shield level. (1-3).
7EF3 5B0X	Armour level. (1-2).
7EF3 7201	Tops up hearts to maximum number available.
7EF3 7301	Tops up magic to maximum.
7EF3 7B0X	Makes magic last X times longer. (1-2).
7EF3 7A7F	Gives you a total of seven crystals.
7EF3 77XX	Replace XX with amount of arrows you want. (0-FF).

GAME GENIE (MEGA DRIVE)

FORGOTTEN WORLDS

AAWA CAGL	Player one starts with 32500 zenny.
AAWT CAB6	Same for player two.
AD8T BAFA	Tiny coin is worth 1000 zenny.
AD8T BAZE	Regular coin is worth 5000 zenny.
AH8T AAFG	Large coin is worth 11000 zenny.
A18T AAFL	Huge coin is worth 50000 zenny.
ATGA CA24	Enemy attacks don't reduce strength.
AVCA CA8E	Trapping obstacles doesn't reduce strength.

ROLO TO THE RESCUE

DJ8A ADYE Invincibility, infinite lives and a full map. First make sure the GG is turned off. Enter the code and press start. When Rolo and his friends walk onto the screen, turn the effects switch on and press start again. The screen should now go black. Press A on the joypad and you will return to the title screen. Turn the effects switch back off and the effects will start.

Oh look, a smaller version of the other picture. Excellent.

Why can an elephant get through this gap, but a little mole can't?

An exciting screen shot from very early in the game which goes to prove that we weren't in a rush and had plenty of time to spend getting pics.

DON'T CALL US

If you have any problems with these, or any other, codes we print then don't call us, call one of the following numbers for help.

SNES 0782 745990
GAME BOY 0782 745991
MEGA DRIVE/NES 0782 745992

These lines are open Monday – Friday 9am – 5.30pm and Saturday 9.30am – 1.30pm.

For an as yet untapped source of unrivalled gaming knowledge contact the GamesMaster at -
The Consoletation Chamber,
GamesMaster,
30 Monmouth St,
Bath BA1 2BW.

CONSOLETATION CHAMBER

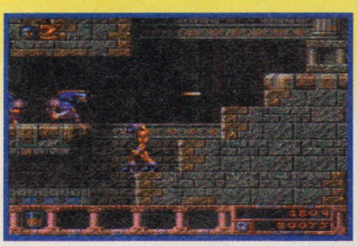
SUPER NES

DEAR GAMESMASTER,
I have recently finished *Gods* and I've decided to send you in the codes.

Level 2: The Temple	SD1
Level 3: The Labyrinth	MGB
Level 4: The Underworld	BMH

I hope you will print these to share with all the other readers.
Paul Oates, Hastings

Thank you very much indeed, Paul. I'm a god you know, the gaming god, so don't you forget it.



Tsk, tsk, tsk, those bloody Gods, doncha just hate 'em? They think they're a bit special, but, in reality, they're just nothing more than a series of animated pixels, tsk.

DEAR GAMESMASTER,
I was wondering if you could help me out with *Legend of Zelda 3*.

There are some items that I cannot find. They are: Titan's Mitt, the Bombo Medallion, the fire rod, the hook shot and the magic cape. Could you tell me where they are?
Christopher Dent, Kendal

All the items that you require are in the Dark World. The magic cape is near the seventh dungeon. There are a lot of cliffs that you can jump from to reach lower caves – it's in one of these caves. The Bombo medallion is near the desert, it's up on the cliff above. You'll need to teleport to get it.

Behold, the power of Titan's Mitt. for it can lift many a heavy thing. Even big boulders such as this.

And this is the power of the Bombo medallion in all its glory. Roast 'em, toast 'em.

This is the fire rod, you can use this to melt the fire monsters in the ice palace.

MEGA DRIVE

DEAR GAMESMASTER,
I have been playing *Powermonger* for ages and can't even get halfway down the map. Please could you tell me how to get further into the game.
Lisa Matthews, St. Austell

Go to the Resume Conquest option and type in this code: 2MNOA2WSD. Now go to End and then Continue Conquest. When you start to play, the whole map will be completed, enabling you to play any part of the map you like.

DEAR GAMESMASTER,
I can't get past the fifth level on *Alien 3*. Do you know of any cheats that will allow me to get to the higher levels?
Keith Banstead, Surrey

Indeed I do, young man. First go to the option screen and, using the second control pad, enter the following cheat: C, Up, Right, Down, Left, A, Right, Down. If you've done this correctly you'll hear an acknowledgement. Start the game and when things start getting tough, pause the game and press C, A, and B. Loads of lines will run down the screen; now when you unpause the game, you'll have skipped a level.

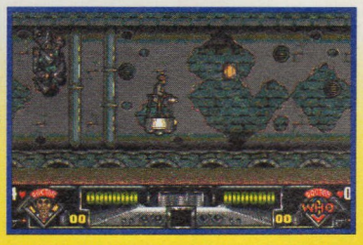
DEAR GAMESMASTER,
I have a few tips for *Super Thunderblade*. The first is for a level select. On the title screen press A, Up, Down, Left, Right, Right, Left, Down, and Up. Then press Up and Start for a level select. The second gives you 30 lives. Just press A, B, C and Start on the title screen. You can now start with the extra lives. I hope this will help you out, GamesMaster.
Matthew Brown, Banchory

Thanks a lot, Matthew. I know quite a few people who will be grateful to you.

With this great cheat, you can play any of the *Powermonger* worlds you like. In fact you don't have to play them at all – you could just show off to your friends and say that you've finished the game.

AMIGA

DEAR GAMESMASTER,
I can't get past the London level of *Dalek Attack*. Have you got any hints or tips that will help me?
Russell Hodges, Reading



This is the Doctor, flying around the first level in the aptly entitled *Dr Who*. See the tips above for some hints on how to get further into this sci-fi game.

STARWING SECRET LEVELS REVEALED (SNES)

Last month I gave you a comprehensive set of tips on this fabulous game. I also told you how to find one of the hidden secret levels, the Black Hole. If you missed last issue then I'll quickly recap.

Start the game on the easy level and fly into the asteroid field, the second level. Fly through the level as normal, but be on your guard as you near the middle of the level. You should see a spinning column of asteroids, with an orange one in the middle. Shoot the orange asteroid and fly through its debris. Do this three times and you should see a face, shoot it and fly into the Black Hole. The second secret level is a bit tricky to get to – it's on the third stage's asteroid field, on the second level.

As you fly through the level you should notice two very large meteors travelling very slowly, slower than the rest in fact. Shoot the meteor on the right and an egg should emerge from it and explode.

Fly into this collection of debris and as you do so, activate your afterburners. You should, if you've done this correctly, enter a secret new level that will contain lots of goodies for you. Well space cadets, stay tuned for more space like tips next month.

Right: Here we have some Black Hole action, in which Fox is having a bit of difficulty. Never mind there's another secret level later on.

Left: Look over there, a little fox's spaceship lurking in the black hole.

As soon as you get into London, use a smart bomb. Don't let the Doctor go into the River Thames as he'll die. There are also loads of secret platforms high above the streets. You'll also find a hidden bonus in Nelson's Column. I hope this will help you out.

DEAR GAMESMASTER,
I have two cheats for you, one is for an old game *Xenon 2* and the other is for *Populous 2*.

On *Xenon 2*, pause the game and type in 'Russian Air'. Now unpause the game and when you want to skip a level, press N and away you go.

The *Populous 2* cheat gives you a god with maximum attributes. Go to the password screen and type in: ADKITAKDVGZLRGWZ. Hope this helps other readers, GamesMaster.
Simon Morton, Ilford

Thank you, Simon.

DEAR GAMESMASTER,
I have recently acquired *Rick Dangerous 2*, and am finding it very difficult. Do you know of any cheats which will enable me to get further into the game?
Adam Norris, Chepstow

To cure your problem. Play the game and get a high score. When you are asked to enter your name type in: JE VEUX VIVRE. This will give you infinite lives.

Loads of money. Shut your marf, and look at my wad. Loadsamoney would have been well thankful for this little *Chaos Engine* tip. But, sadly, "Loadsamoney" is mucho retro, very '88.

DEAR GAMESMASTER,
While playing the *Chaos Engine*, I found out this brilliant code that enables you to start on level 4-1 with loads of money. If you type in SXS47SZF1PJQ, player one (playing as the Mercenary) will have 60,221 credits, and player two (playing as the Gentleman) will have 41,764 credits. I hope you find this useful.
Darren Saddington, Derbyshire

Indeed I have found this useful, so thank you very much, young Darren.

Oh ref, that was definitely a foul. Hey, little blue bloke, don't worry about it, it's only a game, it's not real. Come to think of it, you're not real either.

DEAR GAMESMASTER,
When you play *Sensible Soccer 1.1*, select England and West Germany and let the computer play both teams. You should now see the 1966 World Cup final between the two teams, all in black and white. I hope this will bring a smile to your face.
Ross McCleary, Kettering

Thanks Ross, I'm beaming from ear to ear.

So then, this is Rick, is it? And he's very dangerous, is he? Well, I'd say he's about as dangerous as a wet blanket. Call yourself hard, you're about as hard as... Oh dear, I seem to have hit upon a severe shortage of metaphors.

I believe Nippon insecticides have got a contract out on Zool.

DEAR GAMESMASTER,
I've got the game of *Zool* and I'm not very good at it. Could you please help me out.
Bertram Smith, Liverpool

If you'd bought the first issue, you'll have noticed a *Zool* player's guide. But, seeing as you're asking for help, I'll give you some additional information. Type in 'Goldfish' on the title screen, you can now use some 'hot keys' during the game to enhance your progress. These are:

F1-F6	**Jump to levels 1-6.**
F7	**Gives you an extra life on the shoot-em-up section.**
F8-F10	**For a normal game with no restart points.**

1	**Gives you invincibility.**
2	**Skip to next section.**
3	**Skip to next level.**
4	**Commit suicide.**
5	**Go to level 6.1.**

All these additional cheats were given to me by Andrew Anderson from Orrell. Thanks Andrew.

Greetings!
When you send in any tips, make sure you write them clearly. Also include your name and address. It isn't possible for me to reply to letters personally so don't send me any SAEs. Remember, I can only use original cheats, so no-rip offs please. And, if I think your tips or cheats are good enough, you could win yourself £100.

PURCHASE POWER

SPECIAL GM MERCHANDISE!

Important social engagement? Maybe dinner in a Japanese restaurant to clinch that final multi-million-dollar deal? You can't just turn up in any old clobber. What you need is a GamesMaster T-shirt, like those shown here. They're made out of cotton (mostly), can be washed without much colour loss and are nice and warm (when accompanied by a big coat). Also, what better way to preserve your copies of GamesMaster than with our just-the-job binder? None. That's what. (*Eh?* – Ed).

T SHIRT A

T SHIRT B

- **Save actual, real money!**
- **Be completely inflation-proof!**
- **Never leave your house!**
- **Get the magazine before other people (sometimes)**
- **Receive a completely "great" subs letter from Jim**
- **Never have to worry about missing an issue and ordering from our nasty little Back Issues offer!**

BACK ISSUES!

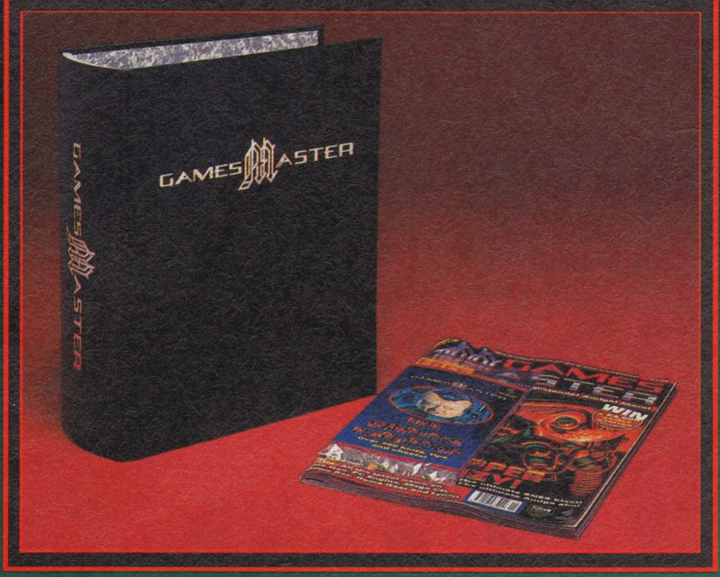
Okay, so maybe you were on holiday and returned just a little too late. Maybe you forgot to make it into the newsagent's on time. For whatever reason, there's no need to feel hung-up about missing an issue of GM, since we have a number of back issues for you to collect. But hurry, it won't be long before the dreaded "Sold Out" flash covers many of the first five thrill-packed issues.

Issue 1 – *John Madden 93*, *Robocop 3*, *Elite 2* preview, 20 pages of tips, Giant poster!

Issue 2 – 3D Special. Glasses, 3D Poster, *Chaos Engine* review, *John M.* tips.

Issue 3 – *Mutant League Football*, Legend Quest, plus brill *Streetfighter 2* postcards!

THE COMPLETELY LOVELY BINDER



SPECIAL GM MERCHANDISE!

Yes indeed. Your cunning marketing ploy has worked, and I *shall* be buying some stuff.

Please send me: (tick as appropriate)

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Each month, as you'll have almost certainly guessed, we'll be bringing you a thoroughly excellent package of previews, reviews, news and how do you do's (or something). If there's anything worth knowing about in the wild world of video games, you can be sure that we'll be there to tell you about it!

But, the point is, people are quickly cottoning on to the fact that GM is the best thing in the whole universe, so getting hold of a copy is becoming increasingly tricky. One day, you may well experience first hand the grizzly horror that is missing an issue of GM!

Now, obviously, all this form-filling may not necessarily come naturally to a living-to-the-limit, take-life-as-it-comes homey like yourself, but sit back from your preconvceived ideas and think about it. Cheaper mags, occasionally earlier, delivered straight to your home. Kind of makes sense, doesn't it?

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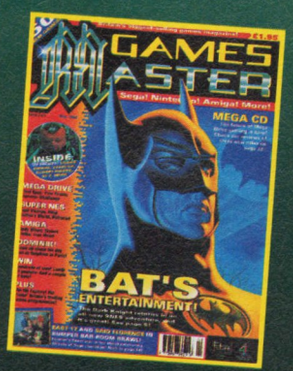
Issue 4 – Rock Hard Special! *Cybernator*, *Starfox* and *Walker*, free cover poster!



Issue 5 – Special Mega CD report, Dominik's day in Paris, 50 new games reviewed and rated!

BACK ISSUES!

Rush me a back issue of that wonderful thing they call GamesMaster Magazine for the knock-down special collectors' rate of – gasp! – £2.50!

The back issue(s) that I require are:
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40 MEGA DRIVE GAMES HAVE BEEN RE-RELEASED AT JUST £19.99...

...but which are the *real* bargains? Which are the games you *have* to run out and buy? And which are the games that (even at only £19.99) should *still* be avoided like a constipated Hulk Hogan?

DON'T miss this month's MEGA (the magazine 100% dedicated to Mega Drive and Mega CD gaming) for reviews of ALL 40 £19.99 games.

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ON SALE Thursday 13 May

MEGA

100% PURE SEGA MEGA DRIVE...

LETTERS

Our printing company in Worcestershire has got a machine which can churn out hundreds of copies of GamesMaster every minute. This contraption weighs over 60 tons and if your arm got caught in it, you'd be mangled to jam instantly. That, my friends, is the power of the Press. Ask us stuff by writing to Letters, GamesMaster, Future Publishing, 30 Monmouth St, Bath, Avon, BA1 2BW.

SALES ST-MATION

Can you tell me, in your own blunt way, what the situation is regarding the Atari STE. Is this system slowly dying? It's never mentioned on your television programme or seen in your magazines.

My son has had the system for about a year and a half and has a good selection of games, but they seem to be less available. If you need a game you have to order it, and, to a young boy, that becomes very disappointing.

My son, called Thomas, is eight years old and he is still very much an amateur, so the odd cheat would really help him especially in games such as *Terminator 2* and one of his older games *Navy Moves*.

Are we wasting good money on Atari merchandise? Do you advise us to sell? Help us in our dilemma. Please.

J Nock and Thomas,
Kirby In Ashfield, Nottingham

Atari have re-introduced the STFM (the basic model) at a frugalsome £159, and the STE is still selling at £249. Atari say that it'll be produced for at least three more years. The cheapo prices mean that software sales are picking up, but the big softie-corps are concentrating more on Sega, Nintendo and Amiga than ever.

And as for the cheats. Sorry. Ade's playing *Streetfighter 2* and can't be bothered to find them.

MONOPOLIES COMMISSION

I was looking to see what games you had reviewed for the Mega Drive in issue 5. When I turned to page 78, to take a look at *Monopoly*, it said it was for the SNES, but back on page 6 in the Review Booth it said *Monopoly* Mega Drive 78. Is the game *Monopoly* you have reviewed on page 78 for the Mega Drive or the SNES?

Paul Hembry,
Plymouth, Devon

Look, what's the problem here? We said SNES and we meant Mega Drive. I'm sure the other 219, 491 readers worked it out. And if they didn't they don't deserve to know. Come on. We're trying to do a magazine here, and I for one will not accept criticism. Never. Do you hear? Never!

MEGA MAN TYPE THING

Hi! Nice to meet you and congrats on a great mag. I have a few questions to ask you.

1. Will you be doing reviews and cheats for the Mega CD because I will be getting one and I would like your superior advice.
2. Will any *Sonic* games be coming out on CD?
3. Will any more classic games come out, and if so, what will they be?

PS. Please print this.

PPS. Your mag is excellent.

Gareth Johnson
Gosport, Hants

1. Yes. It'd be impudent not to.
2. Yes. See our spanky news section, which I helped to write.
3. Loads. I can't be arsed to list them here though.

Ask your friends if they know what ST stands for. Go on. I bet most don't know. In fact it stands for Sam Tramiel. What a boring caption.

Perplex your friends by asking if they know what Sonic stands for.

PC PLOD

I have been buying your magazine since the second issue (I missed the first issue). I shall get down to the nitty-gritty now! I was reading one of your letters printed in issue 4 of your magazine, and what did I see? People writing to you complaining that there's not enough Amiga coverage. I ask you, and myself, what about the PC? At the moment there is enough Amiga coverage in your magazine. I think you should put more pages in your magazine to do with the PC, eg. tips and cheats for PC games like *Oh No! More Lemmings* and *Sleepwalker* etc. Definitely more reviews and previews on PC games.

Nicholas Harrison,
Farnham, Surrey

PS. Your mag is very good apart from there not being enough PC coverage.

So you've got a PC, eh? Fun. Well, Nicky-boy, the thing is, PCs are mainly owned by old folks, such as our parents. Now would our parents read GamesMaster? No because we're street and hip and they wouldn't understand it. So we stick to the streetest, hippest machines. Nintendo, Amiga and Sega. So sell your PC and go with the flow, my man... (*Alison – could you check that this really is how youngsters speak?* – Ed).

THE OLD, OLD DEBATE

Myself and a few friends are having a bit of trouble regarding the Mega Drive and SNES. We have compiled a few questions that we hope you can help us with the following:

1. Which machine out of the two mentioned is the better to buy, considering the quality/price of the machines and the quality/price of software. Why?
2. Which is best, the Mega CD or Nintendo's CD-ROM?
3. Will the Mega Drive version of *Streetfighter 2* be better on the SNES version?
4. The Pro Action Replay cartridge for the SNES also acts as an adaptor for Japanese/US imports, but will it work

SADDO CORNER

KING OF THE SAD PEOPLE

The magazines that you sell should be worth £2.95. I am a *Streetfighter* crazy player. My favourites are the two bosses Vega and Sagat. I have never played with these two, because I don't know which is better, so I thought I would write to you. When you send me my letter, please could you tell me. I know people say if you play with one of them, and you're better with the one you played, then you should like that one. But I would like the GamesMaster's opinion.

And if you have anything to do with *Streetfighter 2*, please could you send it to me.

When your mag came out, I thought this should have something about my Mega Drive and it did. So when I got the third issue and it was £1.95, but I gave the shop lady £2.95 and she said, "You only need to give me £1.95." But I said, "It's a really good mag," and gave her £2.95. She said, "Okay."

And in future I will always buy your excellent mags.

Shahid Rafiq
Gravesend, Kent

Thanks for the letter, Shahid. But we neglected to tell you that if you send us a letter, and we print it, you must pay us £10. Please rectify this oversight and send the money (cash only, please) by return of post.

If you feel we're worth more, please send more. Until then, go away. Oh, and was that your newsagent I saw driving an Aston Martin a few days ago?

WHY DO THEY LET THEM INTO THE COMMUNITY?

I am writing because I feel I must tell you nothing. But despite this fact I have a few questions/demands to ask/make. By the way, cherries give me the runs.

1. (Demand) Get rid of Adrian Price.
2. (Question) Why is the SNES's value for money appeal so cack?
3. (Silly question) Do you think I'm mad?

You must realise that Axel (out of *Streets of Rage 2*) is my personal friend and if you don't print this I'll get him to duff you up.

Mr Cackaman
Winchester, Hants.

We didn't bother printing the three P.S.'s included with this tripe. No need; they're more of the same. Now let's go through the questions/demands.

1. Not a bad idea, this. But he's cheap and easily mockable.
2. Shut your face. It's not cack.
3. Mad? No. Van Gogh was mad. So was Einstein, Lord Byron and Mozart. Respect to them for it. You. my friend, are just a sad git.

with the likes of *Pilotwings*? Also, can you still enter cheat codes when the cart is being used as an adaptor, and so will the codes printed in your mag work with import versions?

5. Could the Game Genie or Pro Action Replay be used at the same time as a separate adaptor for import games? (On both machines).
6. Is it likely that sometime in the future *Streets of Rage 2* will find its way onto the SNES, and, if not, when is the SNES going to get a decent walking along beat-em-up for two players?
7. Is it likely that hit games such as *Mario Kart* and *Super Marioland* will appear on the Mega Drive before long?
8. Our eighth and final question. Will the prices of SNES games at last go down as everyone seems to be saying, or will they, in your opinion, continue to rise?

If you could print this letter, then we would be forever grateful, as you would have well and truly fixed our lives. (Until next time that is!)

Stewart D. and Co.,
Launder, Berwickshire

Arrgghh! Shut up! If anyone else ever asks us which is better out of the SNES and Mega Drive, we'll insert both machines into them. Right. I've got control once more.

1. Shut up.
2. Shut up.
3. Shut up.
4. Yes and yes.
5. Er, don't think so.
6. Yes. And, probably then.
7. No. Because Nintendo will have none of it.
8. They'll come down, we reckon. Now get away from me.

WE ARE LORDS OF DARKNESS

Although I enjoy your magazine enormously I have one small complaint. Quite often because the majority of the pages have a dark background with white text, the writing is difficult to read any time the printing of each separate colour (which make up the final dark background colour – just in case you didn't know!) isn't dead on. This is annoying and sometimes wastes large chunks of your magazine. Dunno what you should do about it though.

By the way, I know someone who says he went to school with Dominik. He says he was a (expletive deleted) then too. Oh well.

Linda Tolmie,
Midlothian, Scotland.

Yes, yes. Thank you Linda. We know how a magazine is put together, as a matter of fact.

But for those who don't, it's like this. Wayne, the art editor, mixes all the colours we're going to use in a big pot. These are then loaded into a drum which sprays them onto the page. This is photocopied upstairs, but with the text superimposed on it. Lam sellotapes in the pictures next, and Simon staples this 'dummy issue' which is taken to the printers, who bin it and do the whole thing properly.

BORING BACK ISSUES QUERY

Please please please could you send me a copy of the first issue of GamesMaster. I can't find it in any shops. All the stupid shops only have the latest issue, not the one I want.

By the way, I've got a SNES, a Mega Drive, a Cray XMP, an FM Towns and an neural net bio-processor. So my machines are better than yours.

Why don't you cover new advances in science and computers ion your mag? Incidentally, GamesMaster is brill, and some of the jokes are worth being made into a comedy programme. Please send me issue 1.

Mark Burdell
Weymouth, Dorset.

Listen – on pages 110 and 111 we've got a back issues section thing. Read what it says and order your copies there. Do *not* send money and postal orders to our Bath address. We'll only spend it, feel guilty about taking your dosh, and go home to listen to Morrissey while we lie on our beds.

If anyone ever tries to compare the SNES and Mega Drive etc. ever again in Letters, sadly, we will be forced to employ a hit-man to break their knees.

And finally, science pages, eh? Sod off. If you want science, watch Horizon and read Focus. We deal with the newest, bestest, rockingest games. We leave poncy, girly things like science to people with dandruff.

BORING GIZZA JOB TYPE QUERY

I am in the fifth year at school and I woud like to become a writer for GamesMaster magazine.

I am taking 8 GCSE's, including English, and I would very much like to be a proffessional journalist. Please could you tell me how I can get a job with your company. If you have an application form, could I have one?

Matthew Whitman
Withywood, Bristol.

Learn to spell 'professional' first, Matt. Then see the job ad on page 14, or send us a sample of your work. But beware – loads of folk want to work here, primarily because we're an incredibly fun team to be around and we tend to play *Streetfighter 2* a great deal.

NEXT MONTH – A VERY SPECIAL FREE GIFT

And so, we gently draw the velvet sheet of conclusion over another issue of GamesMaster. Its job is done. It's time to file it in the big binder and move on. But don't be downhearted. In little more than a month's time another edition of this fine magazine will be gracing the newsstands and, we hope, your home.

In addition to the reviews, news, tips and previews which you would expect, you can find a rather special free gift.

An entirely free Comet GamesMaster Zone Discount Card, entitling you to a full 10% off every software purchase you make in the stores will be clinging to the front of the issue. For more details about the card and how you'll be able to make the most of it, turn to page 13.

GamesMaster July issue on sale 17 June

Dont miss out, eh?

HE'S BACK... JAMES BOND

007™ IN THE DUEL

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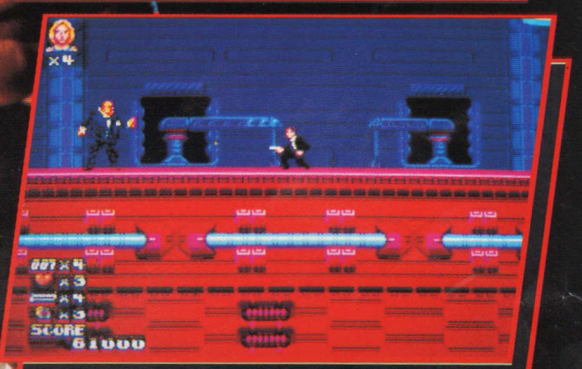
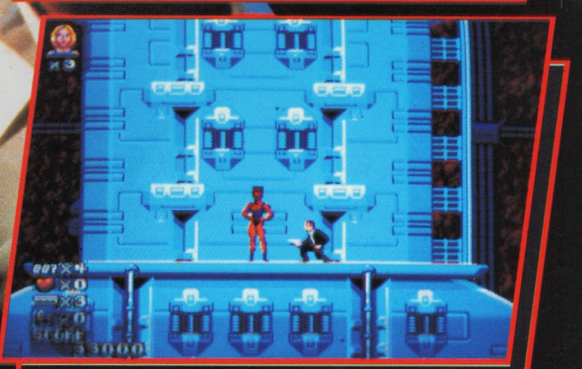


BE CAREFUL ODDJOB DOESN'T TAKE HIS HAT OFF FOR YOU



MAYDAY, NOT ONE TO CALL ON IF YOUR IN TROUBLE!

BOND, A GAME TO HOLD YOU IN ITS GRIPS TO THE BITTER END!

RELEASE DATE

007 APRIL

SEGA MEGA DRIVE

DOMARK

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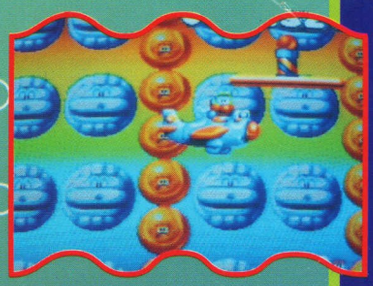
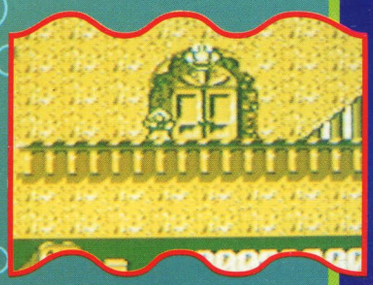
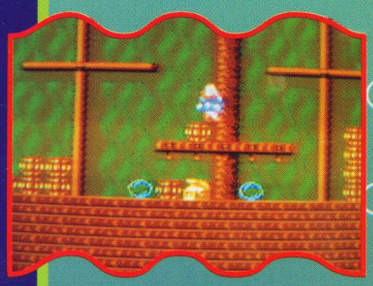
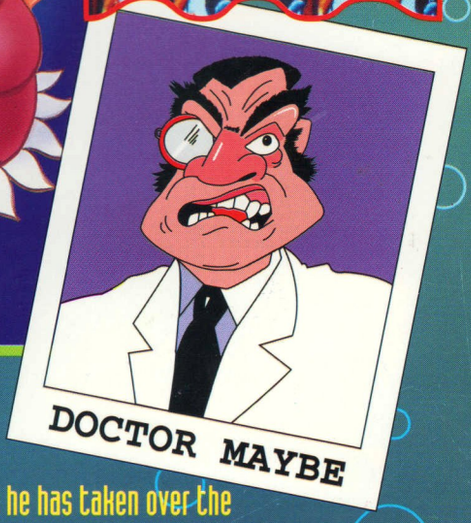
My name is POND: JAMES POND... seacret agent.

SUPER JAMES POND









Pond:
Dr. Maybe is back!

We have learned from Washington and the Kremlin that he has taken over the central toy factory on the North Pole and has sabotaged an unknown number of toys disguised as penguins with tiny but lethal explosive charges. If they are not diffused within 48 hours they will be distributed throughout the globe and wreak havoc throughout Christmas.
Your mission is tough but straightforward. Infiltrate the factory and free the penguins.

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